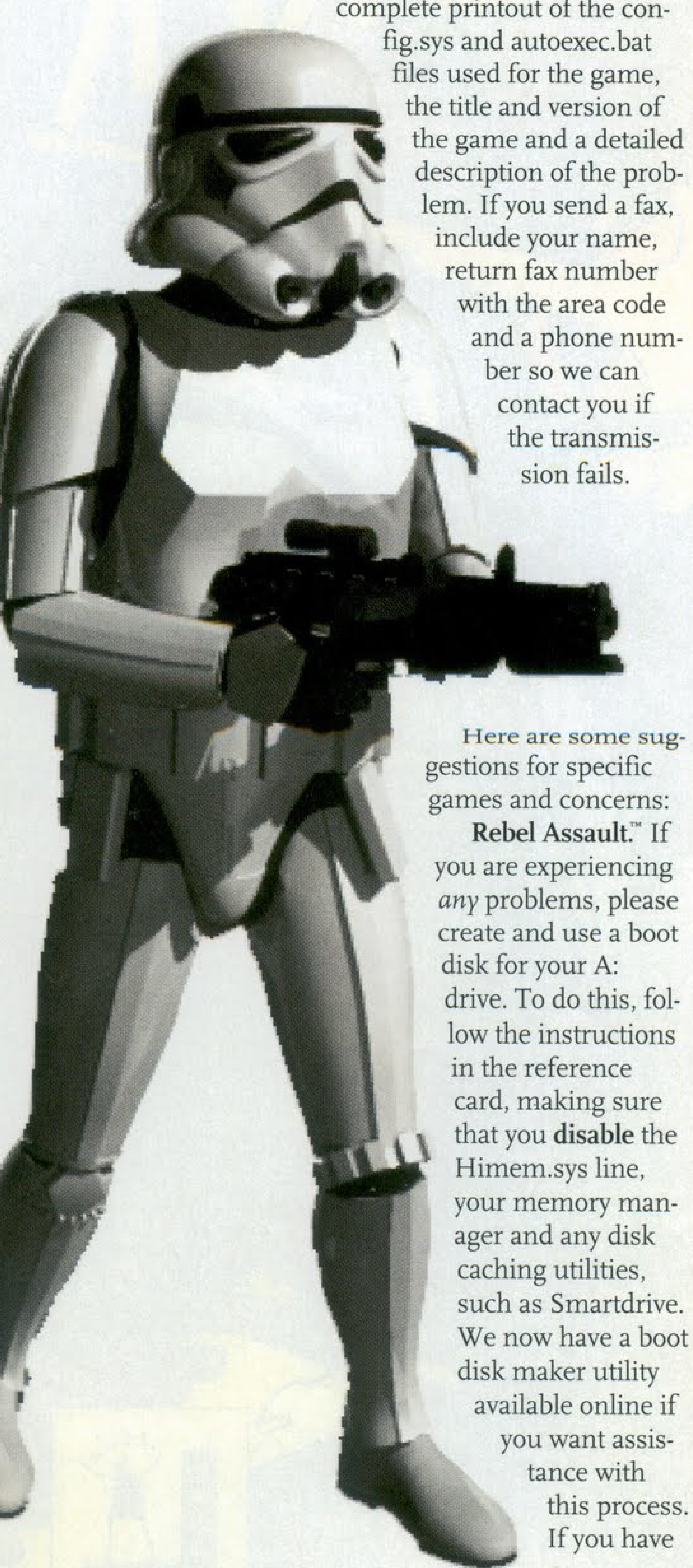

THE ADVENTURER™
New CD-Vrooom Adventure Hits High Gear
See Page 6
NUMBER 8
SUMMER 1994
LUCAS Arts

TECHIE BENCH

Techie Bench includes the most requested technical information for our current games. If you need additional assistance, contact LucasArts™ Product Support by fax, letter, telephone or BBS (see "Where to Find Us" on the back cover). When contacting us, please include a complete printout of the config.sys and autoexec.bat files used for the game, the title and version of the game and a detailed description of the problem. If you send a fax, include your name, return fax number with the area code and a phone number so we can contact you if the transmission fails.



Here are some suggestions for specific games and concerns:

Rebel Assault.™ If you are experiencing *any* problems, please create and use a boot disk for your A: drive. To do this, follow the instructions in the reference card, making sure that you **disable** the Himem.sys line, your memory manager and any disk caching utilities, such as Smartdrive. We now have a boot disk maker utility available online if you want assistance with this process. If you have a joystick, don't load your mouse driver. Use the "joystick only" option. Next, check the CD for dirt or scratches, and clean the underside with a dry, clean cloth. Most of the concerns people have with the game are resolved with these simple steps. However, if it still doesn't work, take a look at the following questions:

▸ Does the game run fine with no sound, or does the sound echo or have static? Refer to the soundcard documentation and/or the soundcard company's technical support staff for information on how to change the IRQ or DMA. You might also want to ask them if you need to add information to their device lines to take care of the sound quality issues.

▸ Do you have an unexpected Interrupt/Bad IFF header message or poor joystick control? Download or order the *Rebel* patch.

▸ Lockups? This is usually an IRQ or DMA conflict. If the game still crashes when running with no sound, then use the *Rebel* patch.

▸ No sound on a 16-bit card? Go into the "configuration" screen for the game and choose "detect," ignoring any warning messages, to select the correct 16-bit channel settings.

▸ No sound at all? *Rebel Assault* only supports fully digitized sounds that operate solely in the DOS environment without memory management and on cards that are 100% Sound Blaster compatible. Unfortunately, PC internal speakers, AdLib cards, Windows Sound Systems and other similar cards do not meet these requirements.

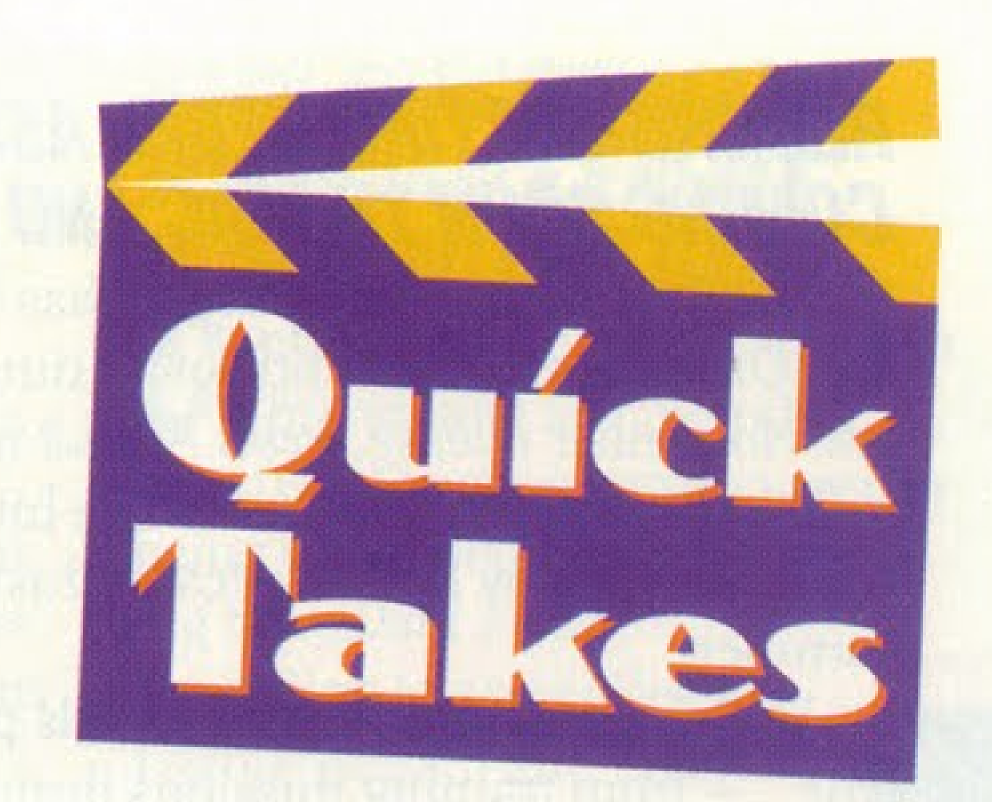
X-Wing.™ If your sound card needs to run on a port address other than 220, you may either order a patch from us or download it from a BBS.

Sam & Max Hit the Road™ disk-based game. If you find yourself locking up in the Tunnel of Love, you may either order a patch from us or download it from a BBS.

Day of the Tentacle™ or **Indiana Jones® and the Fate of Atlantis**™ CD-ROM games. If you have problems with sound or locking up, please use the "detect" option for selecting the IRQ and Port in the "change configuration" area for the game. Also, make sure you have at least 2 megs of *expanded* (EMS) ram available.

IRQ 10. Our games through *Day of the Tentacle* may need a soundcard setting of IRQ 7 or lower because they were designed to run with soundcards with only IRQ 2, 5 and 7 as options. Our new games can use IRQ 10.

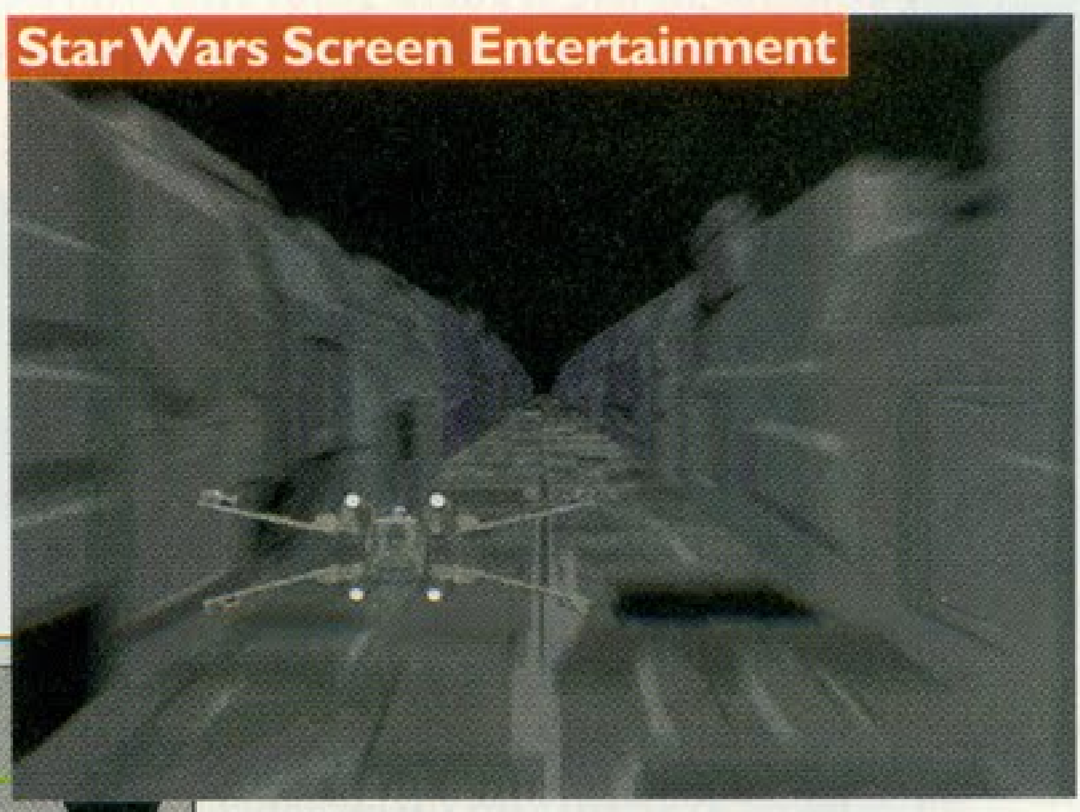
Again, if you would like additional assistance, please get in touch. Best wishes for happy gaming! ESC

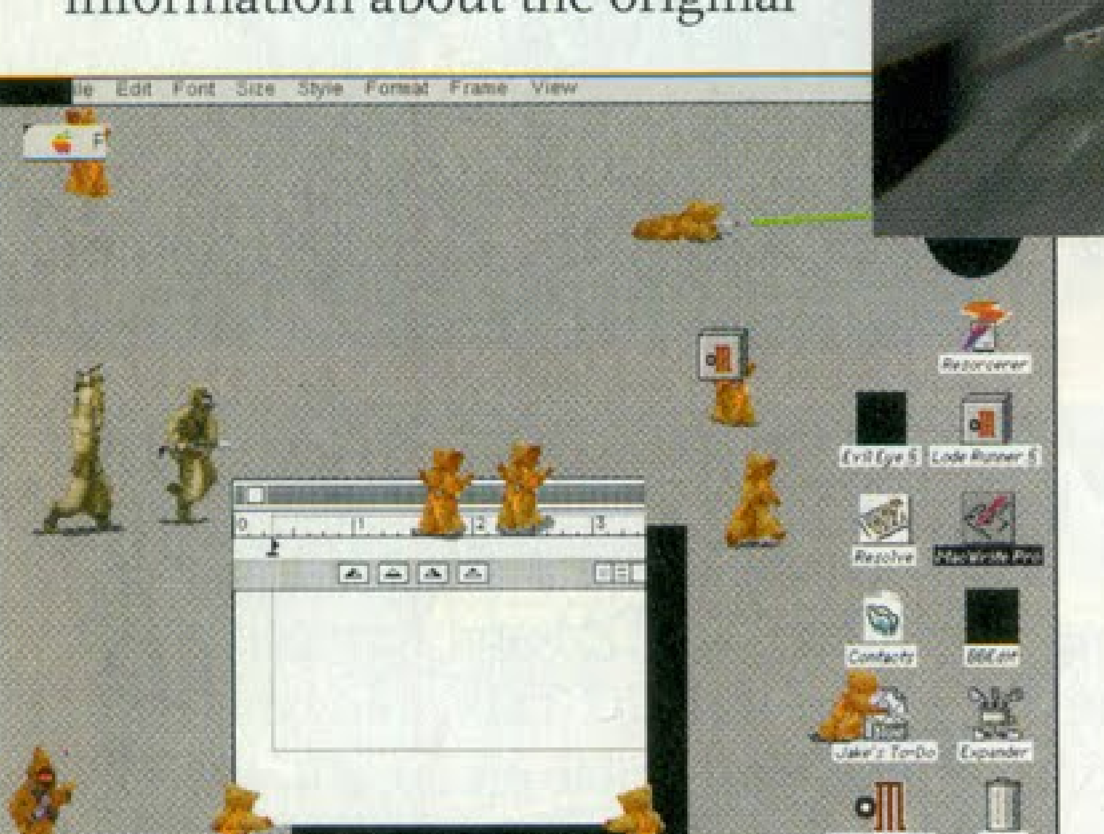


STAR WARS SCREEN ENTERTAINMENT™ FEATURES HIDDEN MESSAGE ABOUT NEW STAR WARS® MOVIES

Star Wars Screen Entertainment (SWSE), a utility entertainment program slated for release in June from LucasArts Entertainment Company, will feature a brief message from George Lucas about the next Star Wars trilogy — episodes I, II and III of the saga.

"*Star Wars Screen Entertainment* provides a wealth of information about the original Star Wars movie," said Mr. Lucas. "People who are interested in this program are most likely fans of the trilogy, so hopefully they'll enjoy a glimpse of what's to come."


Star Wars Screen Entertainment



SWSE offers 14 screen saver, screen poster and encyclopedia-like modules. Screen saver modules feature action-oriented scenes from Star Wars, such as Jawas, Sand People and R2-D2 wreaking havoc on the computer screen, Han Solo taking the Millennium Falcon into hyperspace, and Obi-Wan Kenobi engaging Darth Vader in a lightsaber duel. Screen poster modules include the blueprints for many of the vehicles in the Star Wars galaxy, movie poster and conceptual character art, and Darth Vader issuing spoken commands. The full screenplay — including scenes cut from the final film — accompanied by storyboards which fade into the corresponding movie stills highlight the encyclopedia-like modules of the program. Additionally, this set of modules features animated character and alien biographies.

STAR WARS® FANS GET OWN MAGAZINE

A new national, official Star Wars fan magazine is set to launch this summer. Aptly named *The Official Star Wars Insider*, this new quarterly magazine will give readers the inside scoop on every aspect of Star Wars fandom. Contributors will include Stephen Sansweet, author of Star Wars: From Concept to Screen to Collectible; Jon Snyder, editor of the now defunct Star Wars Generation Magazine; and Bob Cooper, editor at Dark Horse Comics. The magazine will feature interviews, Star Wars news, retrospectives, new product news, a complete guide to the world of Star Wars fandom and all the inside information on the new Star Wars films. The Insider also will cover every aspect of Lucasfilm, including the new Indiana Jones movie. The Official Star Wars Insider will be brought to you by The Lucasfilm Fan Club, who used to publish The Lucasfilm Fan Club Magazine. The Official Star Wars Insider will be available on newsstands nationwide in June 1994. For subscription information please call 1-800-TRUEFAN (1-800-878-3326).

NEW LUCASFILM MOVIE TO HIT THE "AIR WAVES"

Radioland Murders, the latest feature film to be produced by Lucasfilm, is a murder-mystery-comedy scheduled for release in theatres this fall. The film was conceived by George Lucas, directed by British actor/director Mel Smith, and produced by Rick McCallum and Fred Roos. The story takes place on the opening night of radio station WBN in Chicago. Station owner General Whalen has placed all his hopes and dreams on this night, and is


Radioland Murders

determined that nothing go wrong. With a live audience in the auditorium, the sponsors in the booth, the writers standing by for emergencies, and singers, dancers, actors and musicians on the stage, General Whalen invites his listeners across the country to be a part of radio history. WBN has the talent and imagination to usher in a new radio network, but nothing had prepared them for the events that were about to unfold.

The film stars Brian Benben *(Dream On)* and Mary Stuart Masterson *(Fried Green Tomatoes)*, with a supporting cast that includes such talents as Ned Beatty, Christopher Lloyd, Michael McKean, Jeffrey Tambor, Steven Tobolowsky, Michael Lerner, Larry Miller, Anita Morris, Scott Campbell, Harvey Korman, Robert Klein, Bobcat Goldthwait, Brion James and Corbin Bernsen.

RECORD-SETTING REBEL ASSAULT™ COMING SOON TO MAC AND SEGA CD

LucasArts' game, *Rebel Assault,* has become the best-selling CD-ROM entertainment title of all time. In the five months since its late November release, *Rebel Assault* has sold approximately 500,000 individual copies of the game. The hit title will be available for Sega CD (published by JVC Musical Industries) and Macintosh CD this summer.

In *Rebel Assault,* 15 intense levels propel the player — or "Rookie One" — from training missions through Beggar's Canyon on Tatooine to the treacherous run on the Death Star. In other levels, Rookie One faces off against Imperial walkers, stormtroopers and hordes of TIE fighters.

LucasArts' first game designed exclusively for CD-ROM features realistic 3D graphics and digitized Star Wars® movie footage, as well as original full-screen video. Speech, actual movie sound effects and the Star Wars score as performed by the London Symphony Orchestra highlight the soundtrack.



LUCASARTS PRODUCT SUPPORT: VERSION 2.0

LucasArts' Product Support department is in the midst of implementing several "upgrades" in order to further improve its service to customers. These enhancements — currently in progress — should be complete by the end of the summer.

A new phone system is being installed which will increase the number of active phone and fax lines, provide automated technical advice with a return fax capability, offer a fax directory of prepared technical suggestions, and allow call queuing. The product support staff is quadrupling to help cover these new lines.

The LucasArts BBS, which started as a downloading service for patches and game demos, is now capable of receiving detailed technical questions about our games. Requests received over the BBS will generally be answered the same day, even on weekends! Due to the popularity of this service, the number of lines were increased from 8 to 16.

Install and boot disk maker utilities are in development to give customers tools to avoid, identify and/or correct common technical concerns. The first version of the boot disk maker will be incorporated into *Sam & Max Hit the Road* CD-ROM and new presses of *Rebel Assault.*™ This utility program also is available on the BBSs for downloading.

The Adventurer

NUMBER 8 SUMMER 1994

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Special thanks to George Lucas

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THE DIG™ TO PREMIER ON CD-ROM

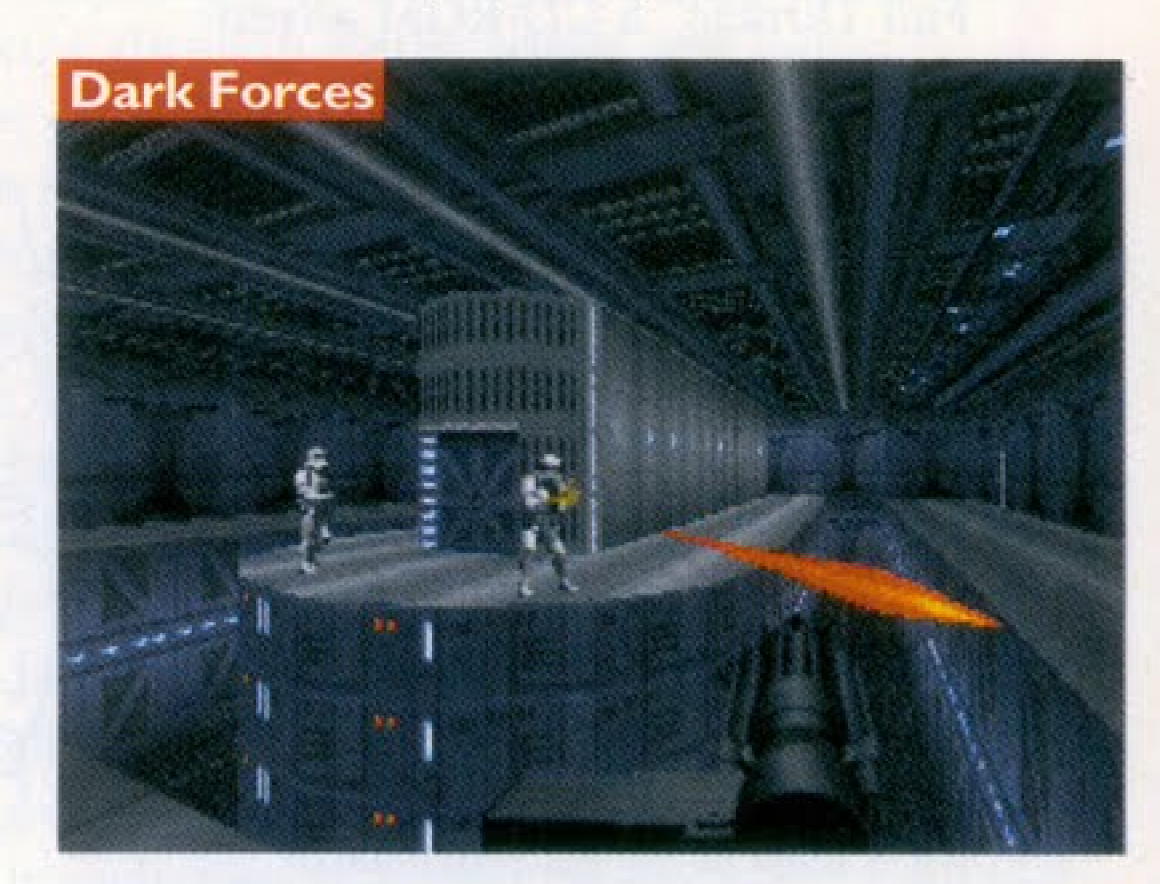
LucasArts is shifting the launch strategy on what may be the company's highest profile product yet. *The Dig,* an interactive adventure co-designed by LucasArts and movie maker Steven Spielberg, originally was slated to release on floppy disk and now is being redesigned to launch, instead, on PC CD-ROM. Expected on shelf in the first half of 1995, *The Dig* will incorporate several new and improving technologies best executed on CD-ROM, as well as tell a thrilling, in-depth story in which the exploration of human emotion plays as important a role as the exploration of the game world.

"Developing the title on CD-ROM gives us more freedom to pursue new technologies," said Sean Clark, project leader for *The Dig*. "We're working with full-motion video, full-digital sound, 3D graphics and more."

The Dig puts the player in command of a team of space explorers who set out to blast an asteroid out of the Earth's orbit only to be swept away by an alien booby trap to a distant world of danger and mystery. Stranded on a hostile planet and sifting through the ruins of a lost civilization, the crew unearths an astounding discovery which affects each member deeply and differently. The player must deal with the fear, turmoil and treachery of the crew and find the key to the alien technology that will send them home.

DARK FORCES™ MAKE FORMIDABLE ENEMY IN NEW ACTION GAME

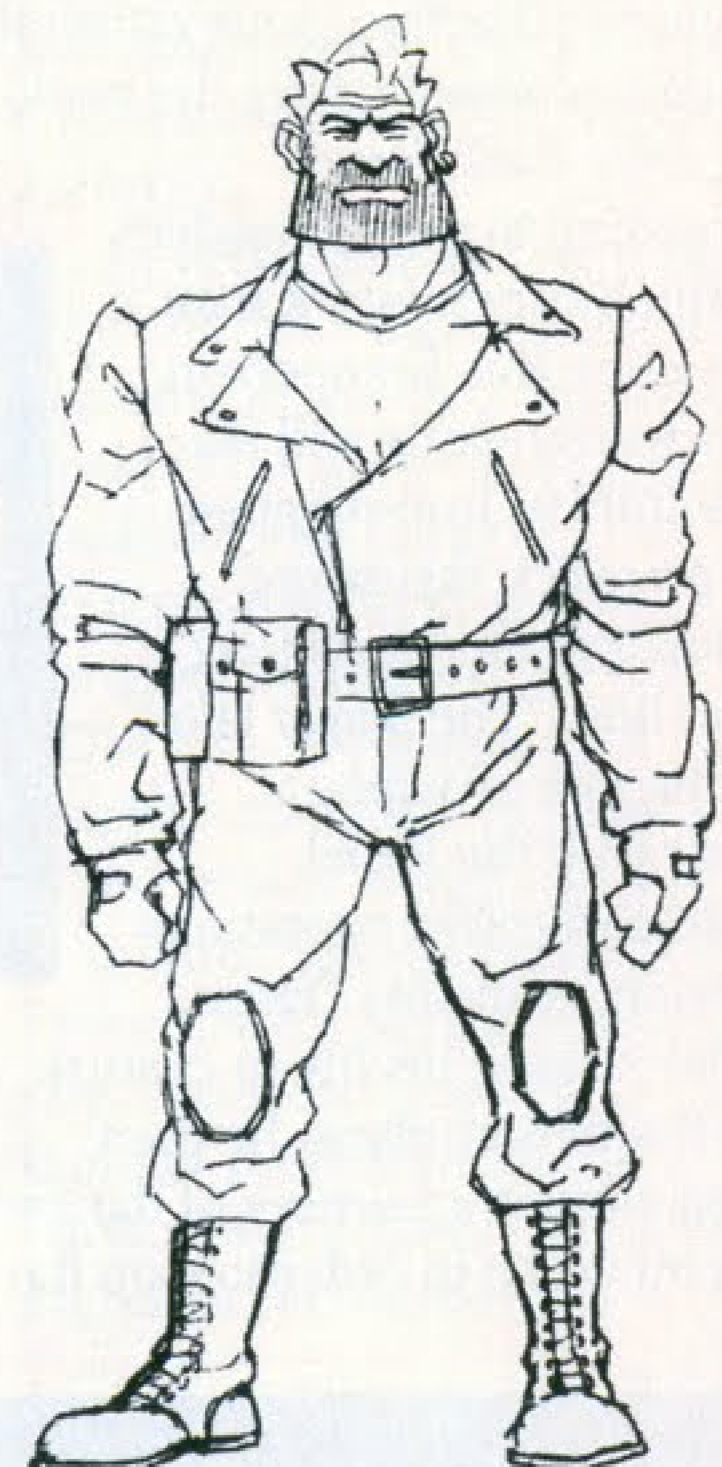
Coming at the end of the year is a brand new Star Wars®-inspired 3D action game currently being developed under the working title, *Dark Forces*.™ According to project leaders Daron Stinnett and Kalani Streicher, this first-person perspective game will feature fully texture-mapped 3D graphics, fast-paced action and an engrossing story line. "The player takes on the role of a special agent with the Rebel Alliance's covert operations division," explains Daron. "After risking his life to capture the Death Star plans, he then must survive a number of dangerous missions in order to stop the Empire's new army of mechanized, super stormtroopers." Kalani adds, "during missions, the player must locate various secret weapons, tools and other articles strategically placed throughout the game. *Dark Forces* lets the player explore different worlds in the Star Wars galaxy." All the action takes place with a 360-degree view in an ultra-realistic, 3D environment. ESC


Dark Forces

Let Out the Throttle!

New Adventure is Full Speed Ahead for Fall

This fall, LucasArts will introduce *Full Throttle,*™ a CD-ROM adventure set in a futuristic, dark, "road warrior"-like world. *Full Throttle* follows an outcast biker — on the run from the law for a crime he didn't commit — as he tries to set the record straight. Tim Schafer, co-designer of *Day of the Tentacle,*™ is *Full Throttle's* project leader. Here he talks about the game and describes how the *Full Throttle* team is getting the game off the ground. Tim is joined by *Full Throttle*'s lead artist and animator, Peter Chan and Larry Ahern respectively, who fill us in on developing the game's art style.



So what's Full Throttle about?

Tim: It's about a biker named Ben, on the run from the law because he's been framed for murder. He has to ride from town to town looking for the lost heir of Corley Motors in order to clear his name. Along the way, he runs up against other bikers, the law, and the person who actually committed the murder (who now wants him dead, too!).

Is it set in the present day?

Tim: No, it's not even set in this world, really.

You mean, it's science fiction?

Tim: It's not set in outer space or anything. It's just not strictly tied to reality. We made up all the bikes and other vehicles from scratch, and stuck in stuff that we needed, whether that stuff had been invented yet or not. The result was a mix — some slick-looking hovercraft vehicles and some wild, sixties-style choppers. The only strict rule was it all had to be cool. Very cool.

So it's all about cars and bikes?

Tim: Well, there are a lot of cars and bikes in it. Also big trucks and huge airplanes. They jump things, they crash into things, they blow up. But the thing that really made me want to make this game is the characters. I was talking to a friend of mine who had been riding with some bikers up in Alaska, and the stories she had to tell were really entertaining. These people were wild. We could make a game about these people, I thought. Instead of being a nerdy-but-loveable guy like Guybrush from *The Secret of Monkey Island,*® or Bernard from *Day of the Tentacle,* wouldn't it be fun to be a big, tough character? It would be fun to play a huge guy who gets what he wants for a change. That was the inspiration.

Is it a comedy like Day of the Tentacle or Sam & Max Hit the Road™?

Tim: It's got funny parts, but I wouldn't call it a comedy. You know – when Indy says, "Nazis! I hate these guys!," it's funny. There are a lot of funny parts in Raiders of the Lost Ark™ or The Road Warrior, but they're still action/adventure flicks.

How far into production are you?

Tim: Well, the design and storyboards are all



done, and we're beginning to put the rooms in the game and animate the characters. Peter Chan, our lead artist, designed all the cool vehicles, and Richard Green, our 3D artist, has already made 3D models of most of them. Our lead animator, Larry Ahern, created looks for all the eccentric characters in the game.

Those names sound familiar.

Tim: Peter and Larry worked on *Day of the Tentacle* with Dave Grossman and me. Peter was lead artist then, too, and Larry was lead animator. They also worked on *Sam & Max Hit the Road.* Meanwhile,



Richard Green was busy making 3D levels for *Rebel Assault.*™ They all have a lot of experience, and that makes things go very smoothly.

What are the differences between Full Throttle and Day of the Tentacle?

Tim: As far as the main characters go, it's like this: Let's say Ben and Bernard both walk up to a door. It's locked. The only tool they have to help them get through the door is a ham and cheese sandwich on white. Bernard would inspect the keyhole and see that the key was still in the lock, sticking out the other side. He'd lubricate the floor with mayonnaise from the sandwich, and slide a piece of bread under the door. Then he'd take out the toothpick and use it to push the key back out the hole so it would drop onto the bread, and then pull the bread back under and open the lock with the key. Ben would eat the sandwich and kick down the door. See?

Larry Ahern and Peter Chan talk about creating the game's art style...

What was involved in developing the art/animation style for Full Throttle?

Larry: The challenge that Tim, Peter and I have set for ourselves is to create an animated adventure that is somewhat of a black comedy, but one with a tone that is more "hyper-real" than real. We want to do something that is less cartoony than *Day of the Tentacle* or *Sam & Max Hit the Road*, but still has a crazy edge to it.

Peter: At the beginning of any project, there's incredible brainstorming. Each of us has his own idea and vision for the look and feel of the game. My job is to find out what Tim and Larry want and combine it with what I see. Sometimes that's not easy. We find ourselves watching all sorts of animated movies and films, looking through comic books, and being inspired by other reference material. What it really boils down to is that we want something bold, intense and "in your face." No matter what we come up with, the animation and backgrounds will complement each other.

What kind of style did you settle on?

Larry: We're going for a cross between cartoon and reality. Ben is a biker in a serious world, but you can't help but laugh at his reality sometimes. We're kind of hoping for a feel like The Road Warrior, but animated with the volume pumped way up.

Peter: It's what we're calling "hyper-real." I did my share of research and came up with something that feels good. I was inspired by two comic book artists, Nicholus de Crecy and Mike Mignola, for their use of black and their sense of design. Another source of inspiration was an ingenious industrial architect named Lebbeus Woods. With these influences I came up with my own interpretation of the style.

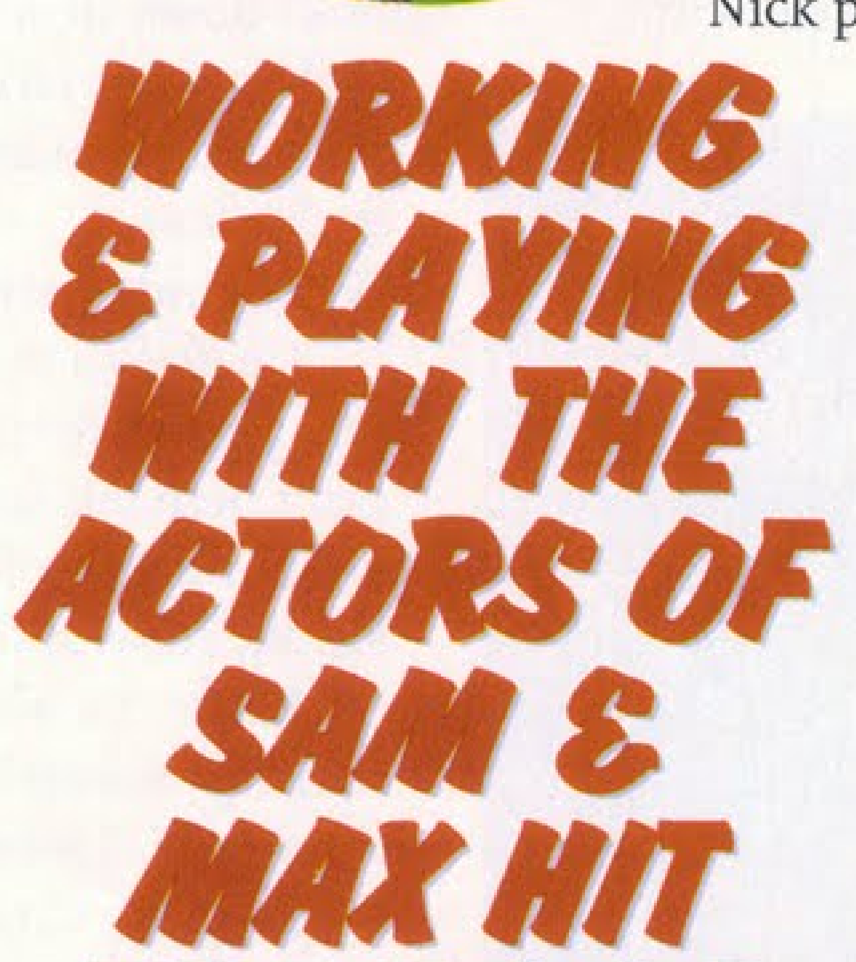
Compare the art style and kinds of animations we'll see in Full Throttle with what you did for Day of the Tentacle and Sam & Max Hit the Road.

Larry: First, *Full Throttle* has been designed from the start to be the most cinematic adventure game we've ever made. We won't be sacrificing any interactivity, but we'll show the action much more dramatically than in previous games. Second, this is our first game combining 3D and 2D animation to such an extent. All the bikes and other vehicles are animated in 3D, but rendered in a style that fits with the 2D character look. The result is biker action that would have taken years to animate traditionally, but doesn't have the mechanical look of some 3D.

Peter: Like Larry said, *Full Throttle* was designed from the start to be the most cinematic adventure game we've ever made. This isn't another cartoony game. The style is very mature and simple, with strict color schemes. It's very straight forward, with bold lighting and hard, long shadows.

Full Throttle reunites the *Day of the Tentacle* team on a story that encompasses...

Tim: Hey, wait a minute. This is my game, so I get to end the article. Bye, everyone. Look for *Full Throttle* this fall. If you don't, I'll come looking for you! ESC



BY KHRIS BROWN

"Ukalah! Ukalah! Ukalah! Cacheebie! Cacheebie! Cacheebie!" Candlelight flickered on our faces as we danced around the table and chanted. Led by Bruno the Bigfoot, we swung our arms in unison and recounted stories about "the project."

Was this some secret ceremony in which LucasArts™ asked the deities of gaming for their blessing? No — but a creative guess. It was actually a lighthearted scene from the wrap party for LucasArts' new CD-ROM, full-voice "talkie," *Sam & Max Hit the Road.*™


Bruno & Trixie

Bruno the Bigfoot, a.k.a. Irwin "88" Keyes, came to *Sam & Max* from a featured role as Joe Rockhead in the upcoming movie, *The Flintstones.* He was teaching the *Sam & Max* talkie cast and crew the dance of the Royal Order of Water Buffaloes, which is featured in the film. With his singular vocal talent, Irwin imbued our main sasquatch with strength and gentility. The company assembled

Our heroes

around the checkered tablecloth in the dimly lit Santa Monica, CA pizza joint is responsible for some of the greatest moments we've heard and seen in shows like *The Simpsons, The Critic, Goof Troop, The Flintstones, Guiding Light,* and now, *Sam & Max Hit the Road.*

Noir with a dash of deadpan hilarity was brought to Sam's voice by Bill Farmer. Bill is the official voice of both Goofy and Pluto for all Disney productions. He lent his experience to not only our canine hero, but also to (among others) Flambe the Fire Eater and the mighty chief of the Bigfoots, Vanuatoo. Although this was his first production with LucasArts, we're sure you'll be hearing a lot more of Bill in the future.

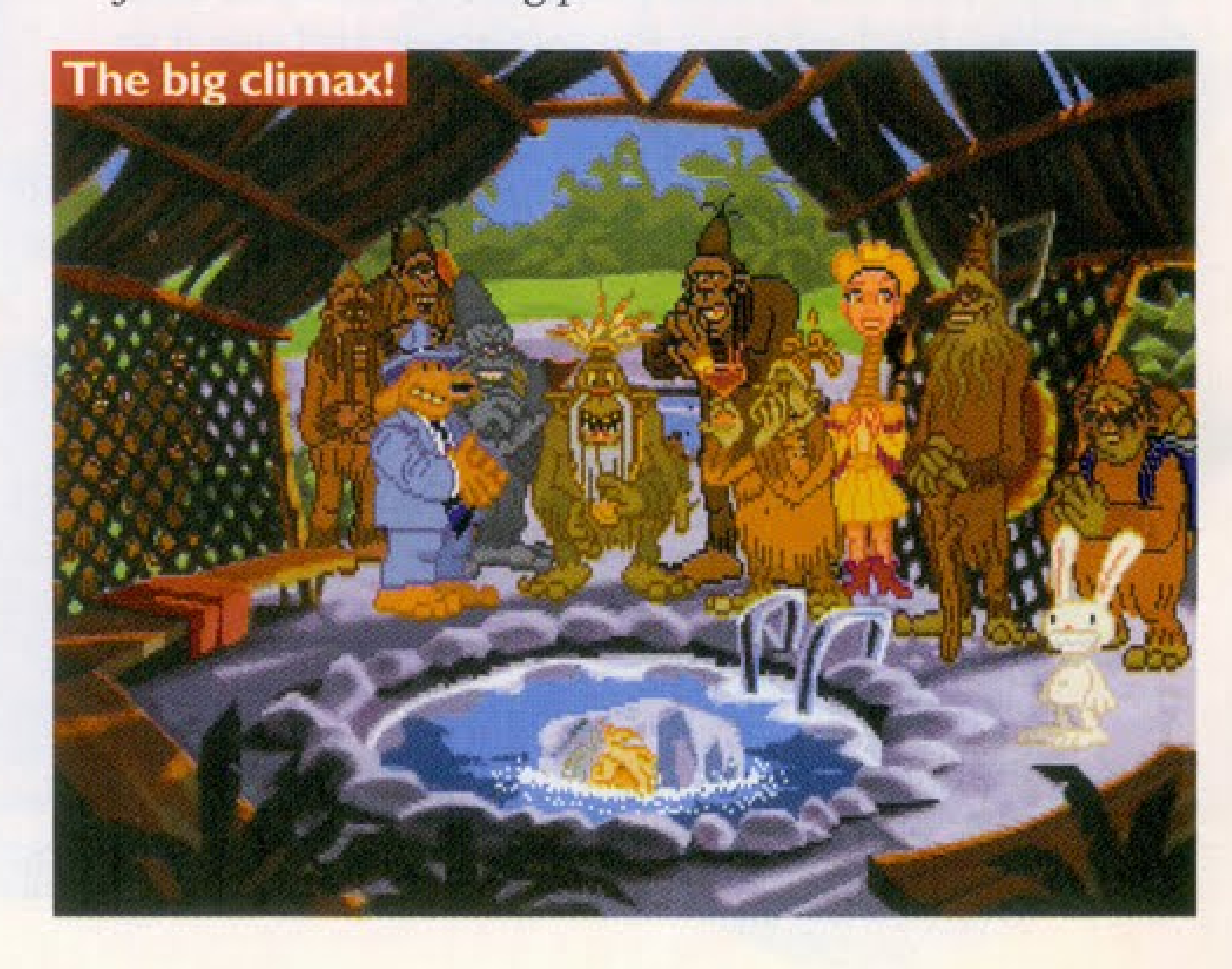
Sam's partner, that wisecracking bunny, Max, was played by LucasArts' talkie veteran Nick Jameson, one of the most talented actors working in today's vocal field. If you've heard *Day of the Tentacle*™ or *Indiana Jones® and the Fate of Atlantis,*™ you've heard Nick. In addition to Max, Nick provided the voice for more than 10 other characters in the game, each of whose dialects and accents he can switch between in a moment's notice. With a gift for adlib, Nick taught us to always keep the tape running during production.

Another LucasArts' diehard is Denny Delk, who worked on *Rebel Assault*™ and *Day of the Tentacle.* Denny lent his voice to the Kushman Brothers (yes, Shep *and* Burl) and to Conroy Bumpus' henchman, Lee Harvey. He'll be flying with us again soon in *TIE Fighter.*™

Female characters play a big role in *Sam & Max.* Movie star Evelyn Morrison, proprietor of the Savage Jungle Inn and friend to all Yeti, is portrayed by former Guiding Light star Marsha Clark. Marsha also lent her vocal chords to teenage heroine Trixie, the giraffe-necked girl from Scranton. When Trixie defrosts Bruno so they can live free in Las Vegas, she unknowingly is the catalyst for the salvation of the entire Bigfoot population.

Sam and Max may spend their time hunting for larger-than-life legends, but LucasArts already has found and worked with many of them. ESC

Editor's note: Khris is the voice production coordinator for LucasArts' talking products.


The big climax!

Reprinted from the spring issue of The Official Star Wars Insider

THE DARK SIDE ILLUMINATED

Since the beginning of time, humanity has been lured by the "dark side" — Eve bit the apple; children are fascinated by fire; we tempt fate by stepping out of airplanes and climbing cliff walls. And in a galaxy far, far away, Luke Skywalker nearly succumbed to Darth Vader, an agent of the Empire imbued with the power of the dark side of the Force.

The Empire has remained a mysterious part of the Star Wars® mythos. The movies and literature give us glimpses into the inner workings of that vast political organization, but those windows offer a limited view — portraying the struggle between the Empire and the Rebel Alliance strictly from the Rebels' perspective. Even at LucasArts,™ the Star Wars-based games we've published over the years have delivered their action from the Rebel Alliance's point of view. Until now.

This summer, LucasArts is introducing a space combat simulator called *TIE Fighter,*™ and in doing so, will write a new chapter in the Star Wars saga. For the first time in the history of the fantasy, the infamous conflict between the Imperial Navy and the Rebel Alliance is represented through the eyes of the Empire. As new Imperial pilots, players must aid in restoring law and order to a galaxy riddled with chaos and assist in crushing the Rebel insurgence which, if left unchecked, is destined to wreak havoc.

Veteran game designers Larry Holland and Ed Kilham, the team responsible for last year's best-selling PC game, *X-Wing,*™ are in the midst of creating *TIE Fighter.* Larry took some time out to talk about his walk on the dark side.

Star Wars Insider: Where did the idea for TIE Fighter come from?

Larry Holland: The movies were introduced to us in the form of a trilogy, as were the Timothy Zahn novels. It seemed natural to do a series of Star Wars-inspired games in the same way. The series started with *X-Wing,* and now will continue with *TIE Fighter.* The twist is that in each game we examine the Rebel/Imperial struggle from a different point of view — *X-Wing* is the Rebel point of view; the sequel, *TIE Fighter,* portrays the Empire's perspective; and a third game will offer up another outlook on the conflict.

SWI: So do all three games take place during the time period?

LH: Actually they don't. They're sequential. *X-Wing* and *TIE Fighter* are connected by a series of events just like Star Wars and The Empire Strikes Back.™ *TIE Fighter* starts up right after the Rebels have fled Hoth.

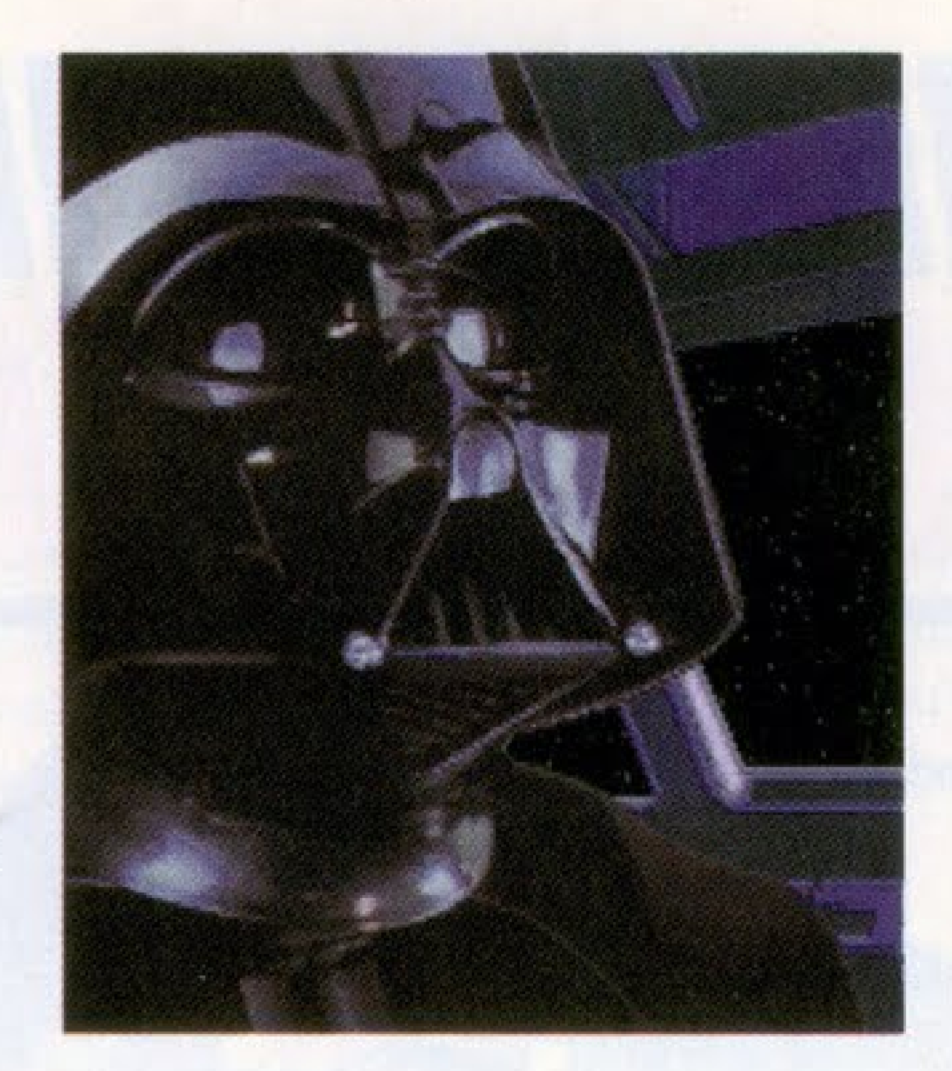
SWI: Did you run into any kind of opposition when you proposed to do a game about the Empire?

LH: I was quite amazed that there wasn't any. Everything so far was from the perspective of the Rebel Alliance. It's the classic story of the underdog against the evil side — the good and bad is very clear



cut. But everyone was intrigued by what was possible from the Empire's side.

SWI: How much material in TIE Fighter is drawn from existing sources and how much did you make up? Also, what sources did you draw from and what are some new elements you're adding to the Star Wars universe?



LH: Certainly, the movies are the starting point. They provide the foundation of what the universe is all about — the kinds of technology that exist in it and the struggle between the Empire and the Rebel Alliance. That's our source for the space crafts and many of the characters, like Darth Vader. The time frame of *TIE Fighter* is co-existent with The Empire Strikes Back, so a lot of the characters in *TIE Fighter* are in the second movie. But we're not trying to retell the movie. Instead, we've set up a parallel set of events. It's not a situation where you're flying against Luke Skywalker or blowing up Admiral Ackbar's Mon Calamari command ship.

We've also drawn on the Timothy Zahn novels — Heir to the Empire, Dark Force Rising and The Last Command — which extend the Star Wars saga beyond the movies. He introduced several new characters, one of which is Grand Admiral Thrawn. We thought it would be interesting to elaborate on some of Thrawn's early history with the Empire.

SWI: Who are some of the characters we'll meet in TIE Fighter that we've never been introduced to before?

LH: There's two really interesting main characters we're adding. One is Admiral Zaarin. He's very important in the Empire's R&D technology corps. He's in charge of testing out new technology and developing new starfighters during a war time. Since the Empire is very interested in power and control, technological strength is an important part of maintaining supremacy. This character is a brilliant technician and researcher, but is very ambitious and eventually seeks to overthrow the Emperor.

A big part of *TIE Fighter* is focused on the internal struggle within the Empire. Because of its size and complexity, the Empire's got all this political turmoil and in-fighting — factions are vying for power.



Zaarin thirsts for power and thinks he can do a better job of bringing order and harmony to the galaxy than the Emperor. The Emperor is using these mystical powers, whereas Zaarin has access to the technology. In the game, there's a climax where Zaarin attempts to dispose of the Emperor and Darth Vader.

SWI: How's the player involved in all of this?

LH: The player is part of uncovering Zaarin's plans. Because he or she has allegiance to the Empire and the military structure as it is, to take part in a coup d'état, which is what's Zaarin's trying to do, is a total breach of honor. Another main character is Admiral Harkov. He's actually quite a despicable character who uses his command over several fleets to profit. His job is to quell interplanetary disputes — to make order out of chaos, establish trading routes and so forth. This is supposedly what the Empire's doing well — taking chaos and making order via infrastructure that leads to prosperity for everyone. In this part of the story, Harkov is involved in a civil war, but instead of using his power to settle things, he's feeding arms and resources to both sides to keep the conflict going for his own profit.

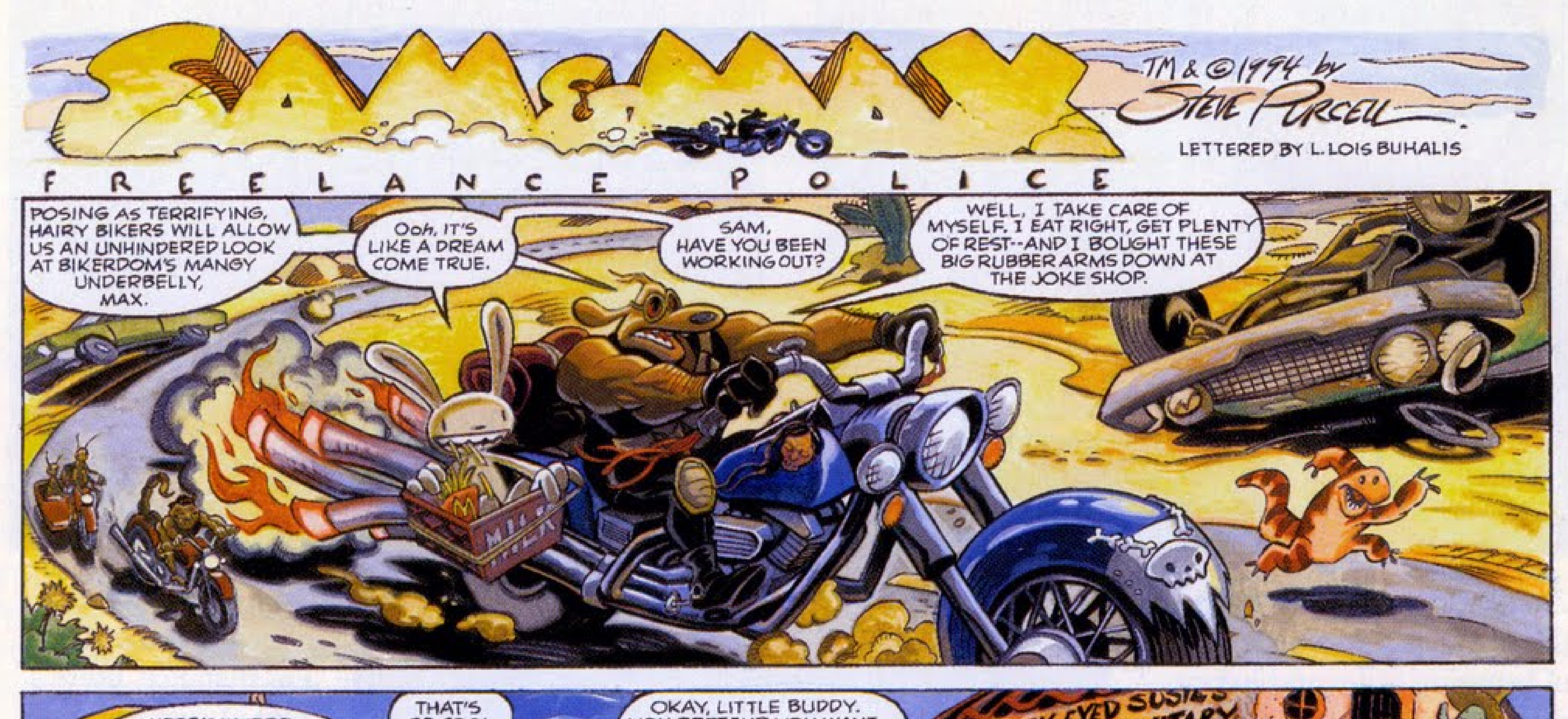
SWI: How do you make the player feel good about being part of the Empire, and how do you make the Rebel Alliance seem like the enemy?

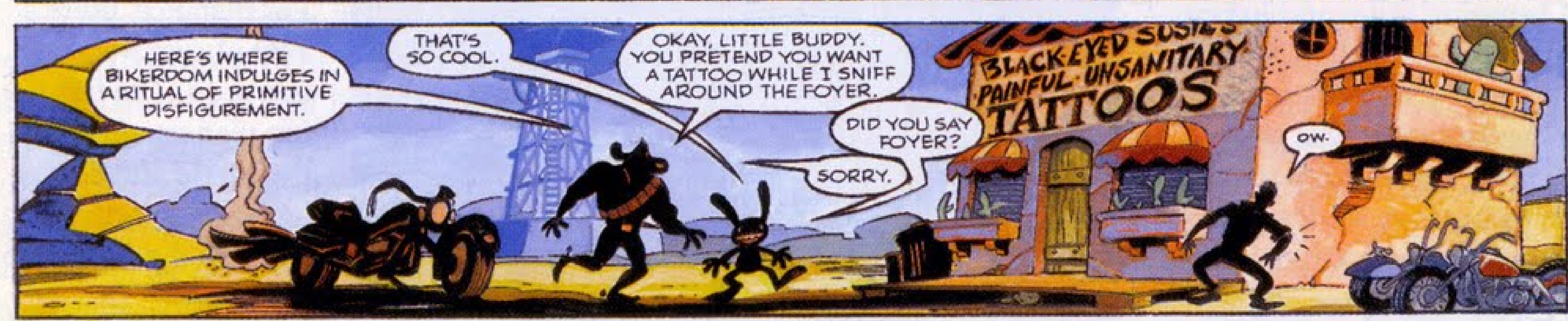
LH: This is our fundamental challenge. Our approach is that the propaganda machines are always running full-blast during warfare. So far, the propaganda we've been exposed to has been from the Rebels. But in warfare, neither side is always clean, and both sides can try to take the moral high ground. So we're trying to blur the moral line a little bit and give the Empire a soapbox to communicate its mission: the restoration of peace and order. For instance, there's a lot of civil war going on. The fighting planets are lost in their hate and don't have the galactic perspective the Empire can provide. In this regard, the Empire feels it can serve to stop these conflicts.

But really, this only goes so far. You can't paint black into white, and no matter what, the Empire still isn't very nice. This is why we've woven the internal struggle into the story — to focus in on some of the gray areas inside the Empire. Within the Empire there are a lot of people — like the pilot the player portrays — who have an honorable objective. So, in addition to fighting in missions, they butt up against some of the more despicable characters in the Empire.

SWI: What elements of TIE Fighter make the player feel a sense of patriotism and accomplishment?

LH: Like any soldier or pilot that enters into a vast entity, they're not always focusing on the big picture or the big moral issues. What they're interested in is succeeding on a much more micro level. I think there's a sense of accomplishment for the player as he or she rises through the ranks, engages in companionable competition with peers and tries to survive in battle. There's also an award and promotion structure built into the game to motivate the player. It's funny though, because the first time players go into battle, their natural inclination will be to blast TIE fighters out of the sky. But they'll have to hold back, or they'll be blowing up their wingmen. ESC

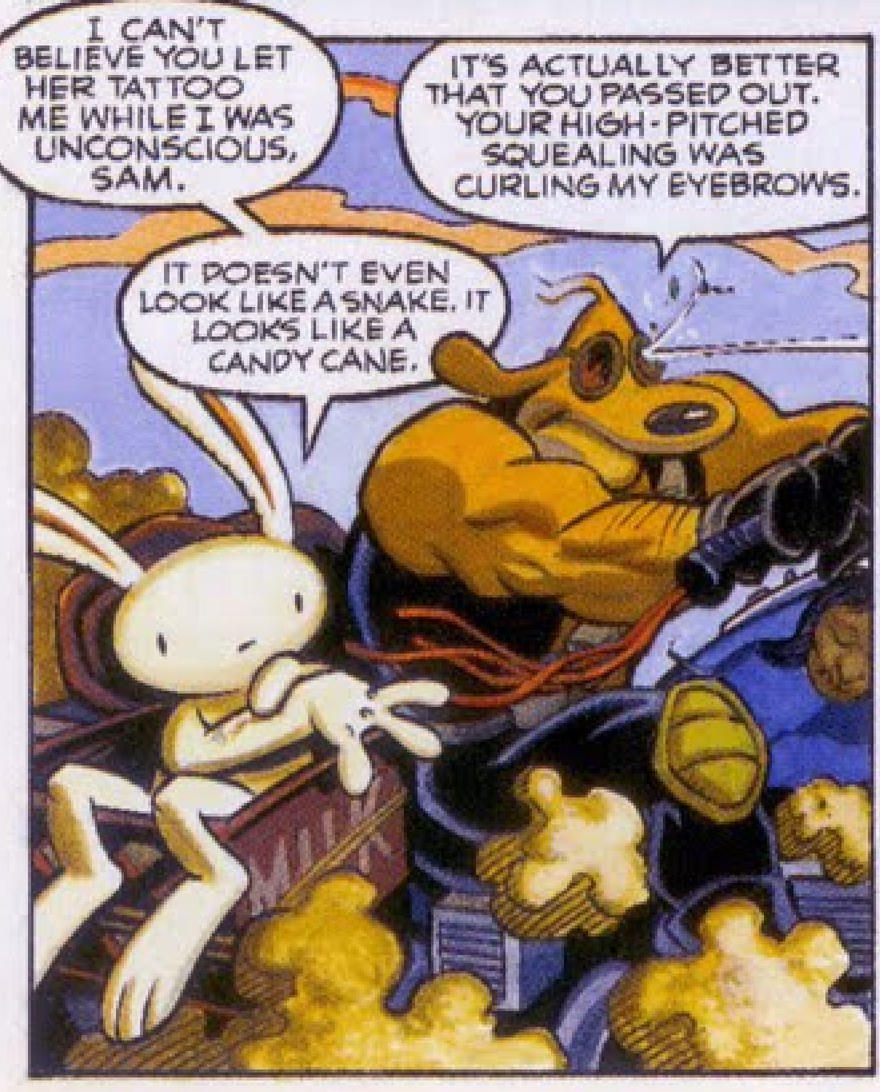

SAM & MAX
FREELANCE POLICE
TM & ©1994 by Steve Purcell
LETTERED BY L. LOIS BUHALIS
POSING AS TERRIFYING, HAIRY BIKERS WILL ALLOW US AN UNHINDERED LOOK AT BIKERDOM'S MANGY UNDERBELLY, MAX.
Ooh, IT'S LIKE A DREAM COME TRUE.
SAM, HAVE YOU BEEN WORKING OUT?
WELL, I TAKE CARE OF MYSELF. I EAT RIGHT, GET PLENTY OF REST--AND I BOUGHT THESE BIG RUBBER ARMS DOWN AT THE JOKE SHOP.


HERE'S WHERE BIKERDOM INDULGES IN A RITUAL OF PRIMITIVE DISFIGUREMENT.
THAT'S SO COOL.
OKAY, LITTLE BUDDY. YOU PRETEND YOU WANT A TATTOO WHILE I SNIFF AROUND THE FOYER.
DID YOU SAY FOYER?
SORRY.
BLACK-EYED SUSIE'S PAINFUL · UNSANITARY TATTOOS
OW.

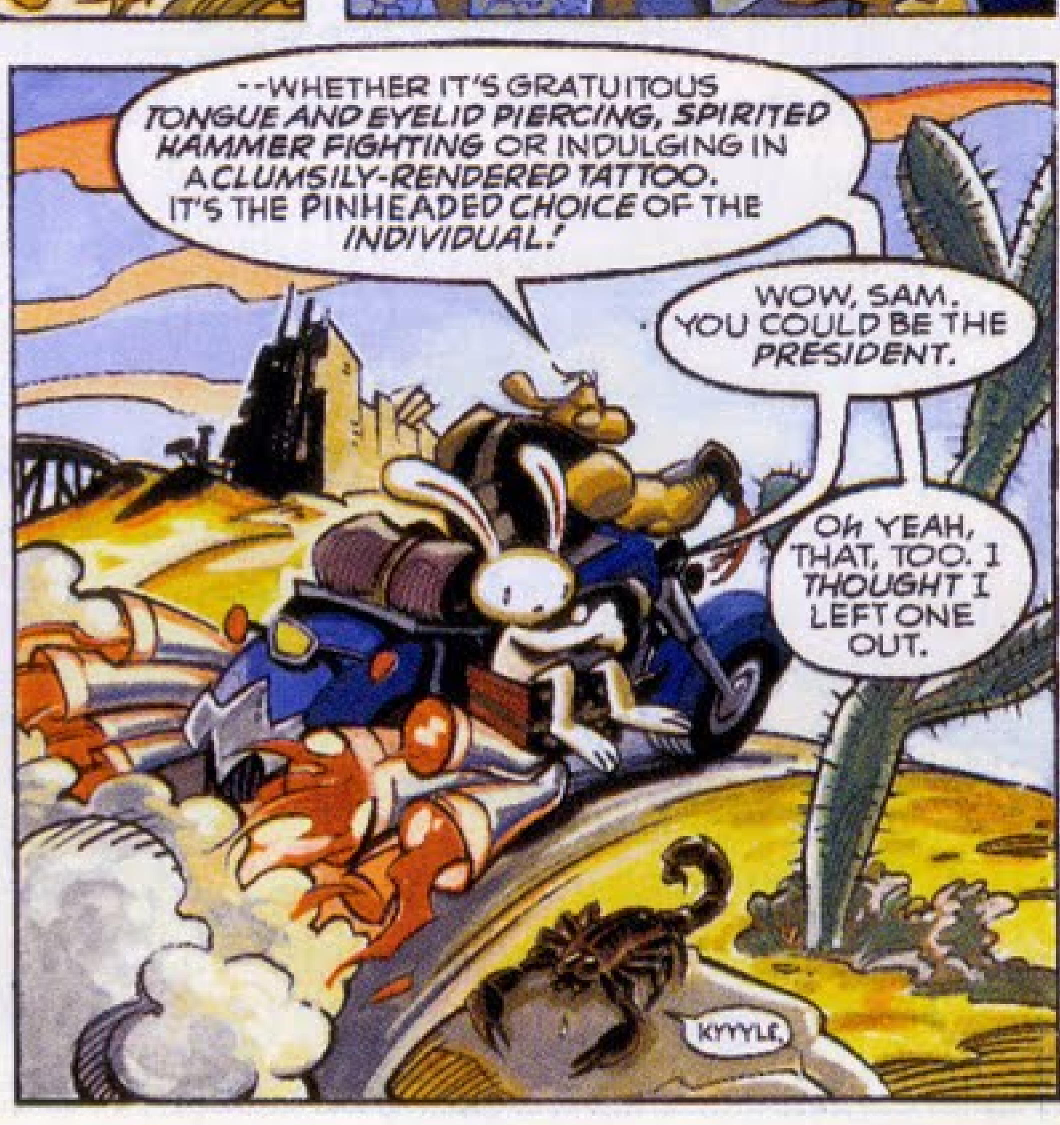

BE SURE TO ASK FOR SOMETHING INTIMIDATING, MAX.
HOW 'BOUT ELVIS NAKED?
Uh, FORGET WHAT I SAID.


EXCUSE ME, MISS, I'M A TERRIFYING, HAIRY BIKER LOOKING FOR JUST THE RIGHT TATTOO TO EXPRESS MY RENEGADE SPIRIT OF ADVENTURE AND POOR GROOMING.
WHAT ABOUT A SNAKE EATING A RAT WITH THE CAPTION--"BORN TO WATCH MY SNAKE EAT A RAT"?
SOLD!


OKAY, LADY, DO YOUR WORST. LET THE DISFIGURING BEGIN!
JUST A SECOND. I'M TRYING TO UNCLOG THE NEEDLE.
NEEDLE?


I CAN'T BELIEVE YOU LET HER TATTOO ME WHILE I WAS UNCONSCIOUS, SAM.
IT'S ACTUALLY BETTER THAT YOU PASSED OUT. YOUR HIGH-PITCHED SQUEALING WAS CURLING MY EYEBROWS.
IT DOESN'T EVEN LOOK LIKE A SNAKE. IT LOOKS LIKE A CANDY CANE.


THAT'S OKAY, MAX. I'VE COME TO REALIZE THAT ONE OF THE PERKS OF LIVING IN A FREE SOCIETY IS THE INALIENABLE RIGHT TO DEBASE OURSELVES IN A WIDE VARIETY OF WAYS--


--WHETHER IT'S GRATUITOUS TONGUE AND EYELID PIERCING, SPIRITED HAMMER FIGHTING OR INDULGING IN A CLUMSILY-RENDERED TATTOO. IT'S THE PINHEADED CHOICE OF THE INDIVIDUAL!
WOW, SAM. YOU COULD BE THE PRESIDENT.
Oh YEAH, THAT, TOO. I THOUGHT I LEFT ONE OUT.
KYYYLE

¿LucasWho?

Kalani Streicher

Producer/Project Leader

Do you have a nickname?

▸ Many people call me as The Kalanster. Friends and family call me Kalle.

When did you start working at LucasArts?

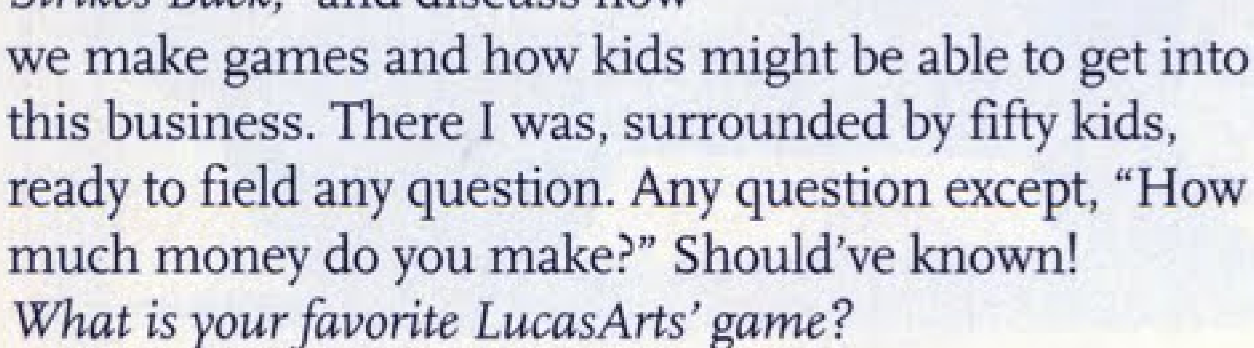
▸ I started in October of 1988 supervising foreign translations including German, French and Italian.

What do you like best about your job?

▸ The creativity. I love the challenge and excitement of creating new interactive stories and games. I enjoy the processes creative concepts go through (storyboarding, graphic and programming implementation, technological enhancements) before coming out as "final" products. I also enjoy the people that I work with. Since the very first day I started at LucasArts, it's been a blast to come to work.

Tell us your best LucasArts' "war story."

▸ Where do I start? There's been so many in the last five and a half years! Once I was invited to be on a TV show called "Straight Talk'N Teens" to talk about our new Super Nintendo game, *Super Empire Strikes Back,*™ and discuss how we make games and how kids might be able to get into this business. There I was, surrounded by fifty kids, ready to field any question. Any question except, "How much money do you make?" Should've known!



What is your favorite LucasArts' game?

▸ This is a hard decision. It really depends on the kind of game. I'd say *X-Wing,* because I've been waiting since Star Wars® to be a Rebel in an X-wing fighter. And also, *Sam & Max Hit the Road,*™ because of their weird humor, the mini-games, superb art and the way those characters solve their cases.

Where is your favorite vacation spot?

▸ I really have two — Hawaii and Germany. Hawaii is the ultimate in beauty and peace. Germany is where I grew up and where my parents and sisters remain.

What is your favorite food?

▸ Schnitzel with Spätzle and gravy...Yummy Yum!

What do you like to do when you're not at work?

▸ I enjoy playing baseball, soccer and tennis. I've been known to participate in a paint-ball adventure or two, and I love swimming and wind-surfing. In the winter, I like snowboarding and skiing.

Who are your heroes? Why?

▸ I don't have any particular hero. There are people I admire and try to learn from because of their actions and accomplishments in fields such as entertainment, sports and business. I believe that everyone can become a hero if they put their mind to it.

Ron Lussier

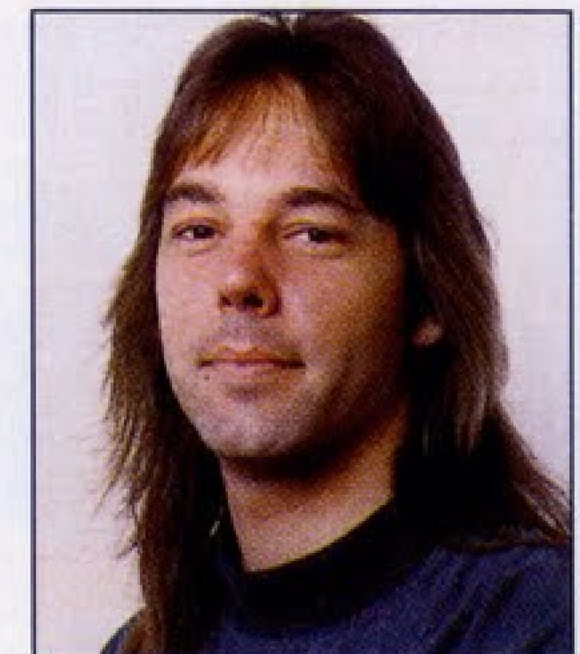
Lead 3D Artist/Animator

Do you have a nickname?

▸ Nope, just Ron.

When did you start working at LucasArts?

▸ I started in October 1991 as a "tester" in our Quality Assurance department. After about six months of testing and spending most of my money on computer hardware and graphics software, I started in the art department as an art technician. I had been refreshing my knowledge of 3D graphics (I had some CG training in '87), and a few months later I became the second artist in our 3D art group.



What do you like best about your job?

▸ I like creating worlds or inspiring a laugh — blowing something up is always fun. Creating and "filming" the dogfight in the intro for *Rebel Assault*™ was the most enjoyable sequence I've worked on so far. But I really enjoy the fact that what I'm doing now is what I was dreaming of doing just a few years ago.

Tell us your best LucasArts' "war story."

▸ It's been a really long time, but the only thing I can think of is a rather embarrassing event back when I was a tester. I was testing *Indiana Jones and the Last Crusade*™ on Commodore's CDTV. And, being a tester, I decided that the game should be tested with a mouse one more time (we usually tested with the remote the system comes with). I plugged in the mouse, turned on the machine and...nothing. I switched back to the remote, then back to the mouse and...POP!... everything went dark (I HATE it when that happens).

What is your favorite LucasArts' game?

▸ *Sam & Max Hit the Road*™ (the "talkie"). Those two are just TOO cool!

Where is your favorite vacation spot?

▸ Yosemite. It's one of the most beautiful places I've seen. And it's good to get away from all the technology I've become so used to having around.

What is your favorite food?

▸ Oh, traditional stuff...pizza and beer.

What do you like to do when you're not at work?

▸ I have all my keyboards and musical equipment hooked up to my computer and some MIDI sequencing software, so I play and write a lot of music when I have the time.

Who are your heroes? Why?

▸ Peter Gabriel, because he puts so much feeling into his music. And John Lassiter, because of his great contributions in combining computer graphics and traditional animation sensibilities.

We Used A 132 Horsepower Engine To Prove Neon Is A Gas.



We started with an all new, 2.0 liter, sixteen-valve, single overhead cam engine. To improve airflow, we used an intake manifold made of a composite material rather than the standard cast aluminum. And in trying to squeeze 132 horses out of just four cylinders, we made a startling discovery. It's actually possible to have a great time in an economical car.

Of course, a four-wheel independent suspension and a great sounding stereo may have had a little something to do with that conclusion.



$8,975 For Starters. $12,500 Nicely Loaded.

Only From Plymouth And Dodge

1-800-New Neon

MSRPs exclude tax & destination charge. Always wear your seat belt.

LucasArts Company Store

CHECK OUT ALL THE NEW STUFF!

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LUCAS Arts

Demonstration Disks

Special Free Offer

Send for your FREE Demo Disk of the following games, and receive a coupon for $10 off the matching game

X-Wing (9060A)
Day of the Tentacle (9060B)
Indiana Jones and the Fate of Atlantis (9060C)
TIE Fighter (9060D)
Sam & Max Hit the Road (9060E)

Also available on IBM CD-ROM

Sam & Max Hit the Road $55.95 (6324)
Day of the Tentacle $55.95 (6328)
Indiana Jones and the Fate of Atlantis $55.95 (6323)
The Secret of Monkey Island $20.95 (5001)
Loom $17.95 (5002)
Secret Weapons of the Luftwaffe $20.95 (5009)

Special Free Offer

FREE Rebel Mousepad with purchase of any Rebel game directly from LucasArts

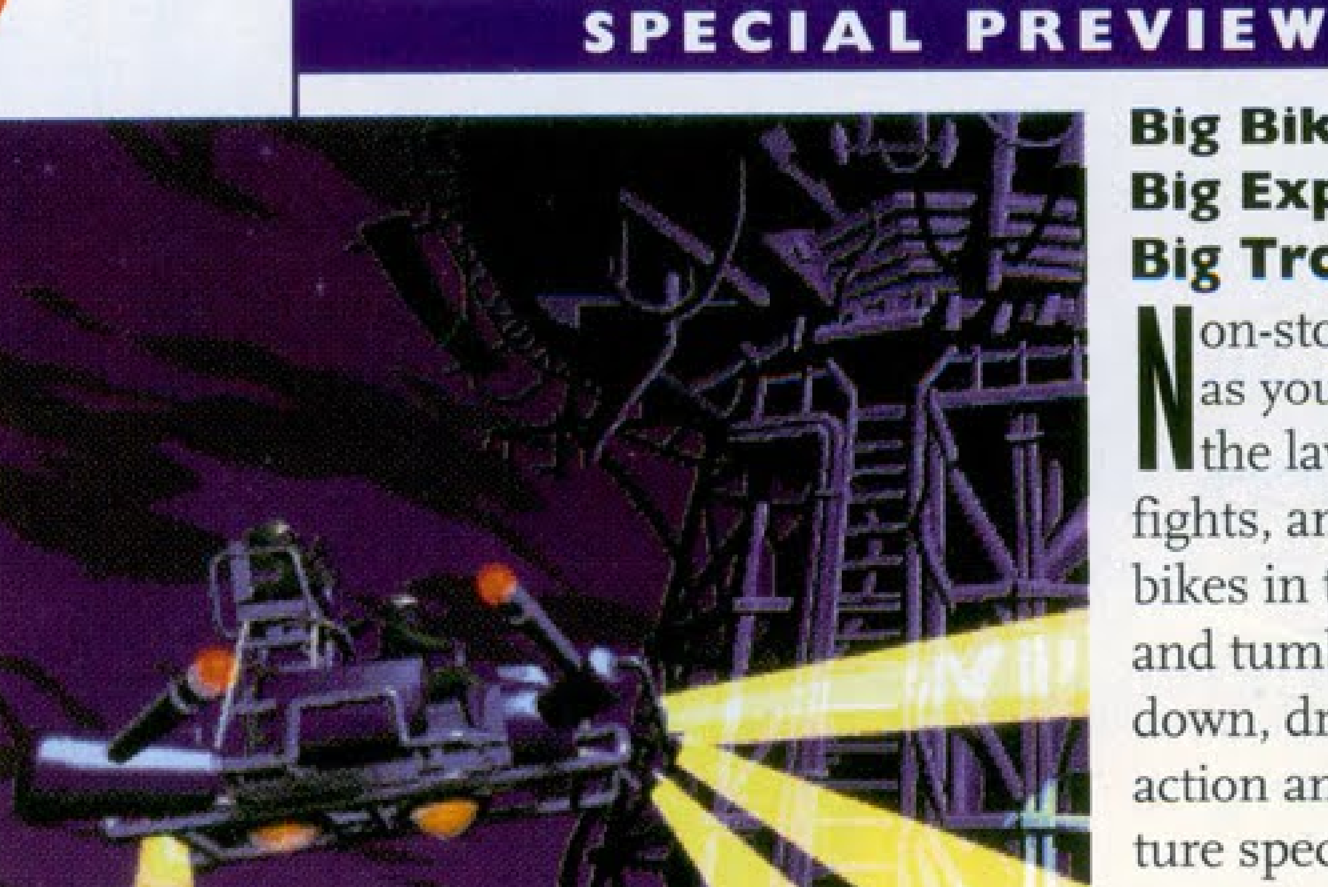
Rebel Assault™

Rebel Assault is our first Star Wars action-arcade game to include actual footage from the Star Wars movies. This game also uses extensive 3D rendered art. Its 15 action-packed levels include: navigating Beggar's Canyon, engaging Imperial walkers on Hoth and dodging asteroids and TIE fighters in deep space.

IBM PC CD-ROM
$63.95 (6326)
New MAC CD-ROM
$63.95 (9136)
New SEGA CD-ROM
Coming this Summer!
$63.95 (1147)

Rebel Assault Mousepad
$15.95 (9117E)

SPECIAL PREVIEW



Big Bikes!
Big Explosions!
Big Trouble!

Non-stop action as you run from the law, get into fights, and ride big bikes in this rough and tumble, knock-down, drag-out, action and adventure spectacle from LucasArts.

Coming this Fall to your local IBM PC CD-ROM:
Full Throttle™ $63.95 (6352)

Coming at the end of the year on IBM PC CD-ROM is a brand new Star Wars-inspired 3D action game currently being developed under the working title, **Dark Forces**.™ This first-person perspective game will feature fully texture-mapped 3D graphics, fast-paced action and an engrossing story line. All the action takes place with a 360-degree view in an ultra-realistic, 3D environment. See story page 5.

$63.95 (6338)



Mac Attack!

Games available for the Macintosh!

Indiana Jones & the Fate of Atlantis Disk*	$47.95 (6310)
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Indiana Jones & the Last Crusade	$20.95 (3907)
Loom	$17.95 (4311)
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Star Wars VisualClips*	$69.95 (9119)
Star Wars Screen Entertainment*	$35.95 (6337)
Rebel Assault* CD-ROM	$63.95 (9136)

**Color/grey scale Macs only!*

Star Wars Screen Entertainment™

For the Macintosh and IBM Windows. This Screen Entertainment doubles as a valuable source guide for Star Wars buffs. Modules include character bio almanac, spaceship schemetics, havoc wreaking Jawas and a special message from George Lucas on the next Star Wars films.

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The ghost pirate LeChuck is out for revenge. You killed him once, but he's too mad to stay dead. You are sure to enjoy this sequel with stunning graphics (VGA only) and new iMUSE soundtrack. *New Price!*

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Classic Adventures™

Own five of our classic adventure games all in one package: *Maniac Mansion, Zak McKracken and the Alien Mindbenders, Indiana Jones and the Last Crusade, Loom* and *The Secret of Monkey Island.* Each of these games was a top graphic adventure when it was released.

Maniac Mansion® lets you meet Dr. Fred and Nurse Edna when they kidnap your favorite cheerleader. By controlling three characters you work to solve puzzles and save the world.

Zak McKracken and the Alien Mindbenders® Space aliens have landed! They have taken over the phone company and are trying to reduce everyone's IQ to a single digit. Only you can save the world from the alien menace.

NEW LOW PRICE

Indiana Jones and the Last Last Crusade® Help Indiana Jones find the Holy Grail. Use your wits to find your way out of the catacombs, fly a bi-plane and more.

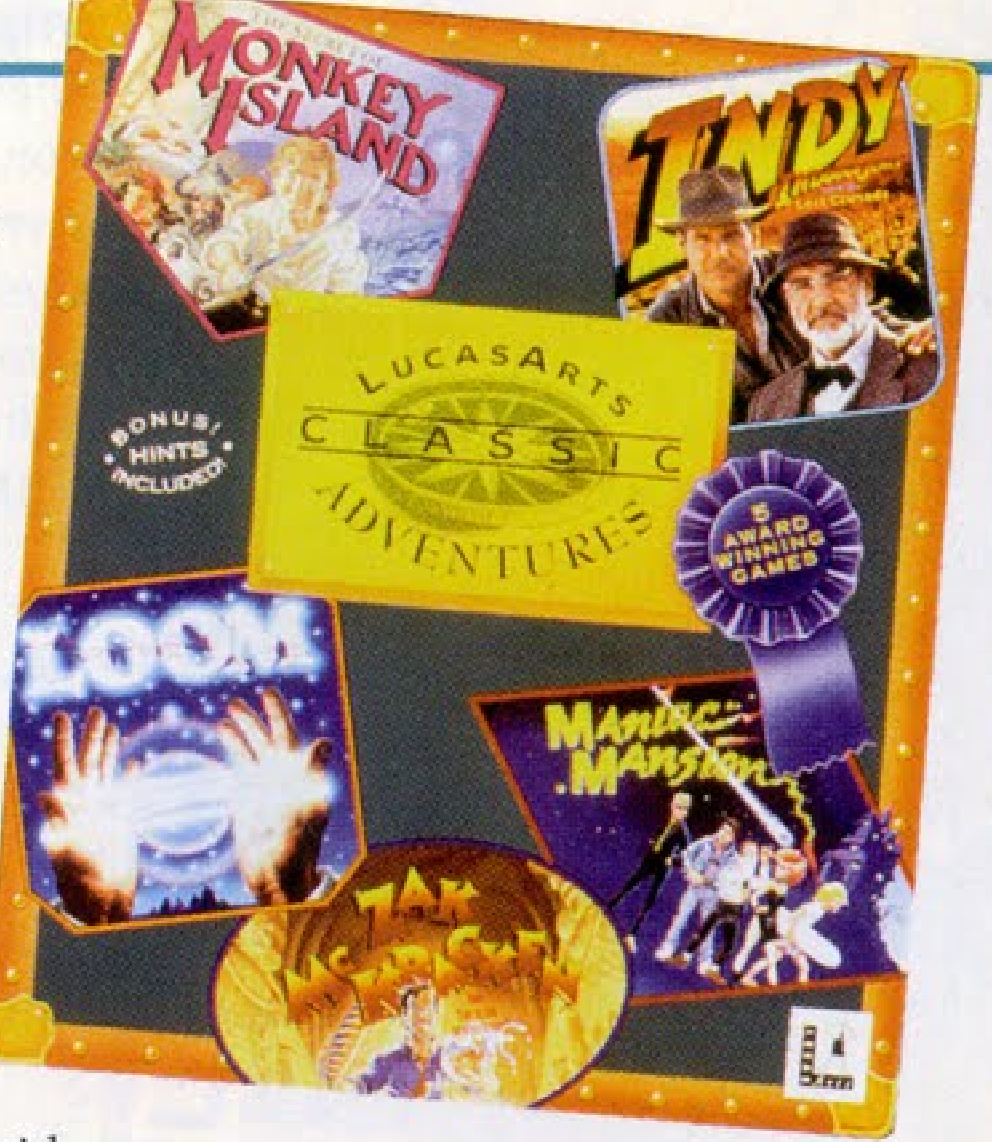
Loom® You are transported back to the Age of the Great Guilds to play the role of a young weaver. Weave spells to solve puzzles.

The Secret of Monkey Island® Delightful sarcasms makes this game a great hit with the kids and adults. Duel with the Sword Master, tackle vicious Piranha Poodles and find valuable treasure.

IBM ONLY

3.5" 1.44MB HD $19.95 (6315)

Games available separately and on other platforms, call 1-800-STAR WARS for more information

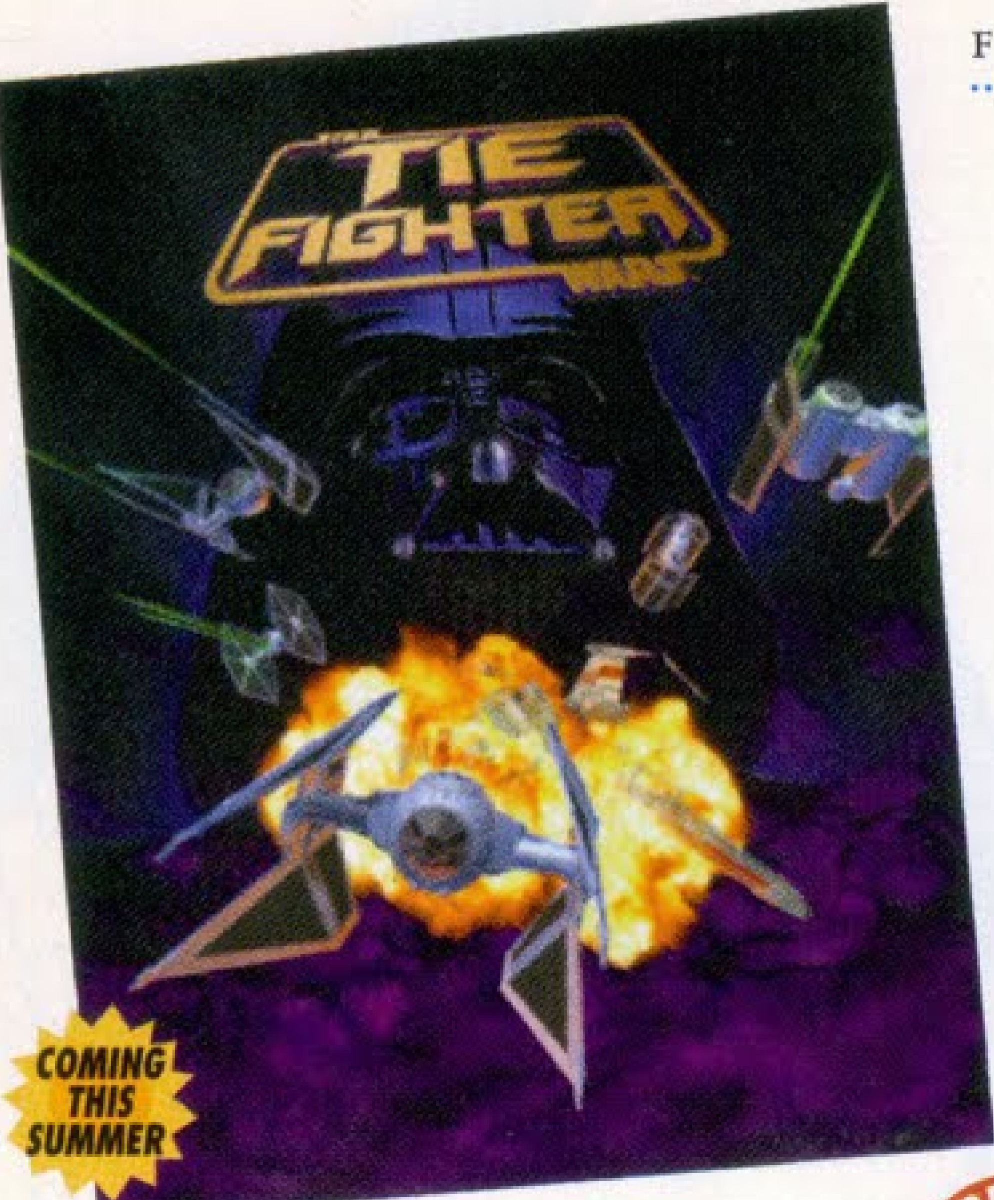


Purchase all five Classic Pack Hintbooks for $19.95 (5HBS)

Or separately

Maniac Mansion	$5.95 (8308)
Zak McKracken	$5.95 (8309)
Indiana Jones and the Last Crusade	$5.95 (8310)
Loom	$5.95 (8311)
Monkey Island	$5.95 (8365)

STAR WARS TIE FIGHTER



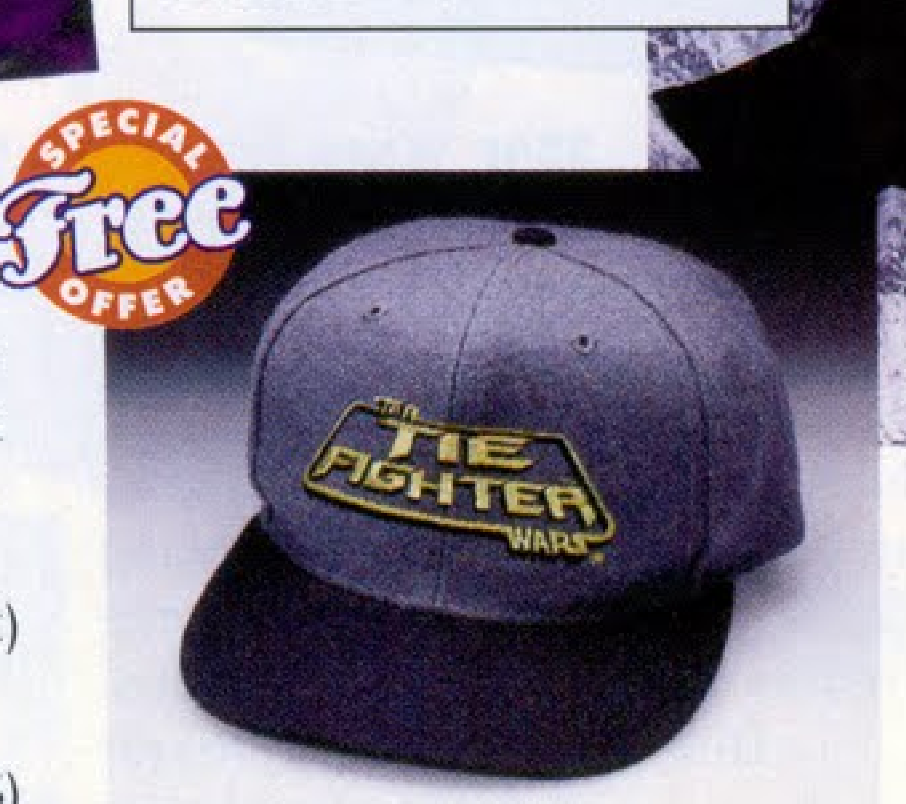
TIE Fighter™ IBM

In TIE Fighter you portray a new Imperial Navy recruit as you battle the Rebel Alliance. Train and fly in six Imperial starfighters under the command of Darth Vader himself.
IBM 3.5" 1.44MB HD $63.95 (6331)

TIE Fighter Box Cover Art Poster *See box above* $8.95 (9338)

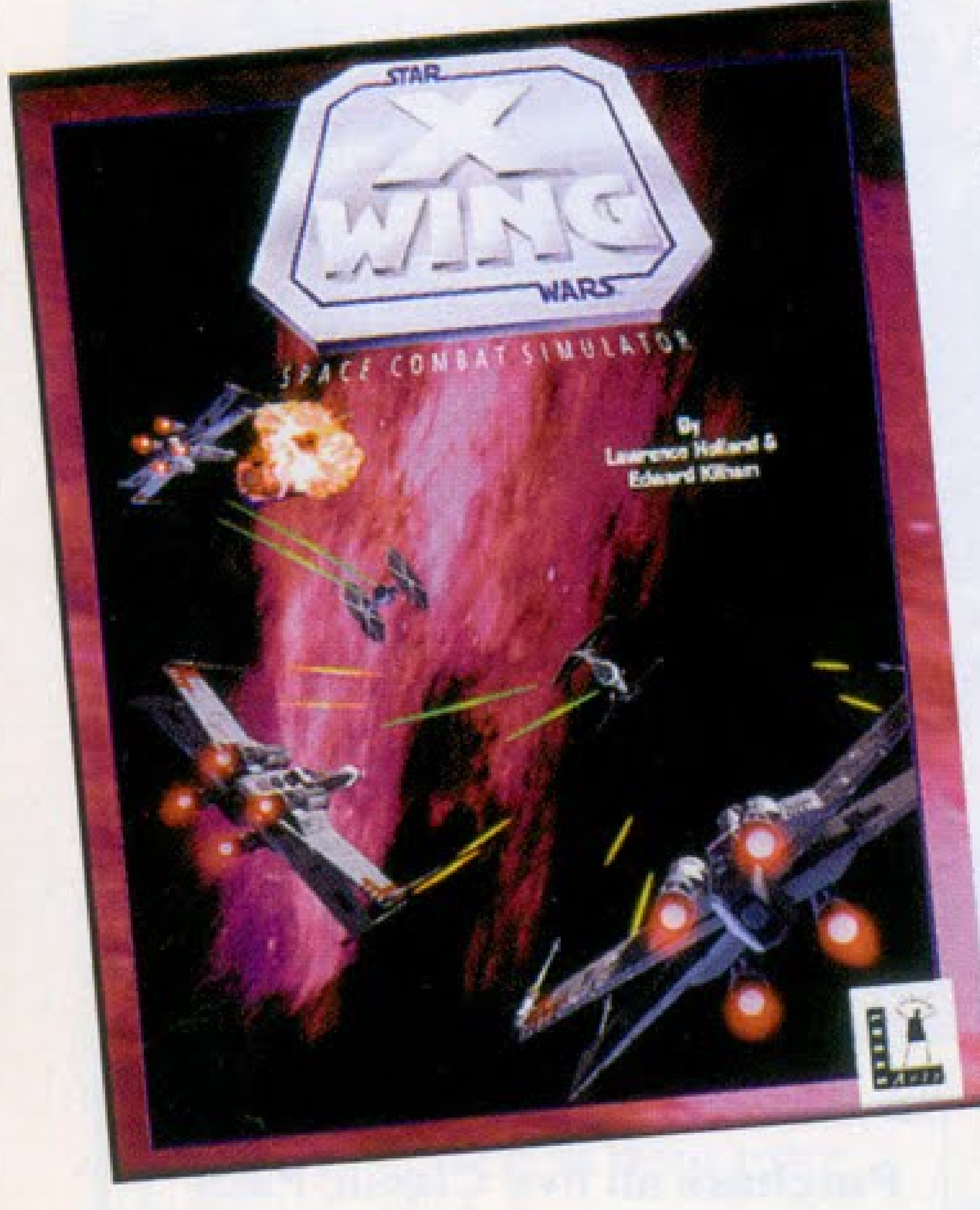
FREE TIE FIGHTER HAT WITH PURCHASE OF GAME DIRECTLY FROM LUCASARTS

SPECIAL Free OFFER



TIE Fighter T-Shirt $17.95
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Help save the galaxy from Darth Vader and his followers. Train in the proving grounds, sharpen your skills in the historical missions and then match wits with the evil Empire's top pilots.
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Imperial Pursuit™
The first *X-Wing* expansion, *Imperial Pursuit* gives you 15 more missions to fly and a top ace pilot to use as your main pilot or as a wingman.
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An X-wing fighter has been captured and soars out at you whenever you check the time. Black plastic wrist band. (See photo page 27)
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The Air Combat Classics™ collection includes the award-winning games: *Battlehawks 1942,® Their Finest Hour: The Battle of Britain®* and *Secret Weapons of the Luftwaffe®* (SWOTL) as well as four additional SWOTL tours of duty and an add-on mission disk for *Their Finest Hour.*

Battlehawks 1942 Released in 1989, the game focuses on four historically accurate Pacific battles. The simulation lets you experience the air war between the United States and Japan.

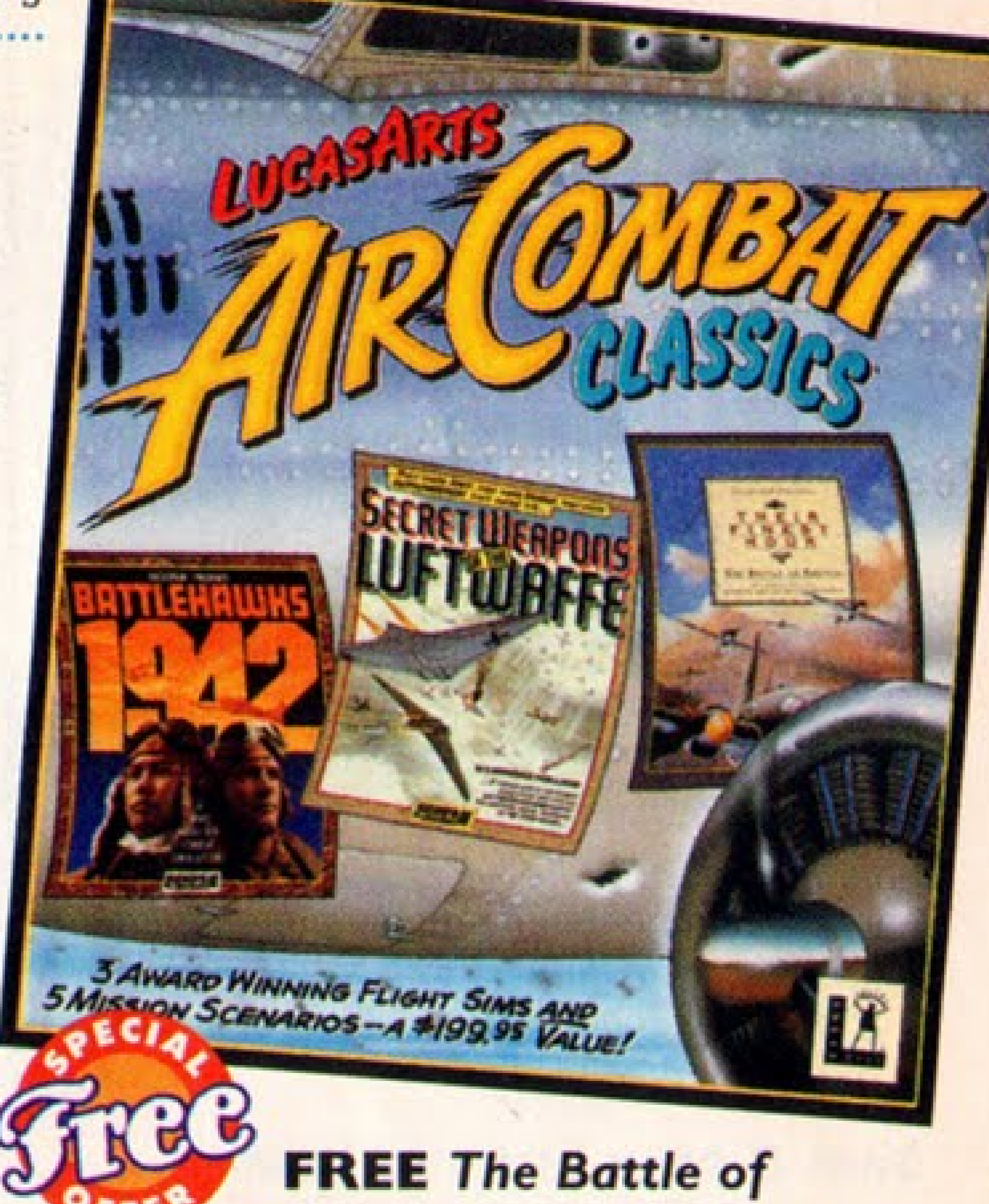
Their Finest Hour: Battle of Britain Released in 1990, you can pilot British Spitfires and Hurricanes against the Luftwaffe's Messerschmitt fighters and the Stuka, Dornier and Heinkel.

Secret Weapons of the Luftwaffe Released in 1991, SWOTL details the final years of WWII. You can fly classic American warplanes such as the P-51 Mustang fighter and the B-17 "Flying Fortress" bomber, or switch sides and pilot advanced German planes like the Messerschmitt 262 jet fighter or the Gotha 229 "Flying Wing." Add on planes include the P-38, P80, Do335 and the HE162.

Separately the three games and add-on missions had a suggested retail price of $199.95 *Now only* **$19.95** makes this a great deal.

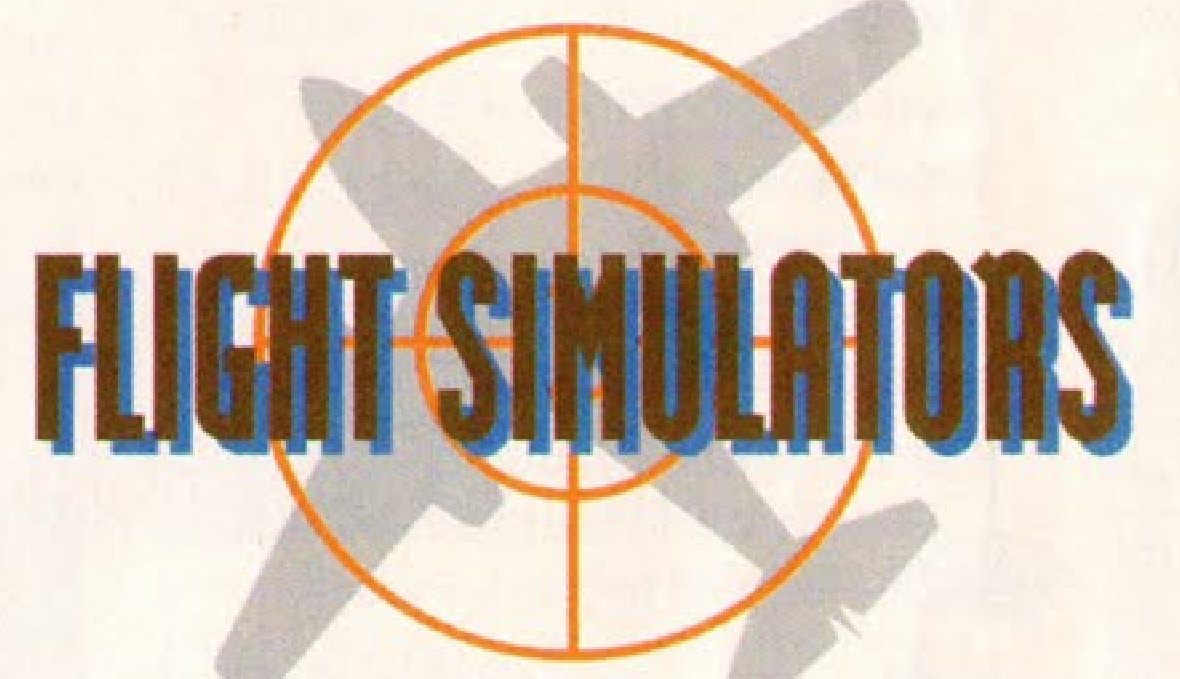
IBM 3.5" 1.44MB HD **$19.95** (6330)

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Secret Weapons Mousepad
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Watch the original motion picture of *The Battle of Britain,* starring Michael Caine and Laurence Olivier on VHS videocassette. *Reduced from $29.95.* *Now only* **$14.95** (8307)

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The Lockheed P-38 Lightning: The Definitive Story contains 274 pages of amazing flight facts complimented by 325 photos. This large-sized hardcover book reveals little-known flying data by one of the most respected P-38 investigative historians: author Warren M. Bodie.
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The ultimate combat stick for computer pilots. Flightstick Pro offers a realistic-contoured grip, four firebuttons, and a coolly switch. For IBM and compatibles **$79.95** (9205)



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POSTERS

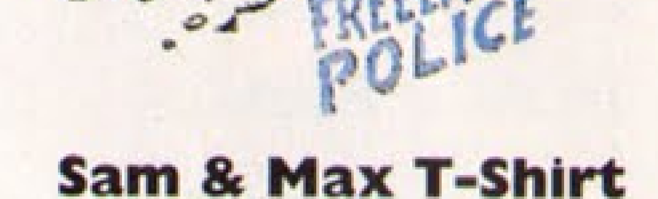
Battle of Britain	$4.95 (8373)
TIE Fighter	$8.95 (9338)







FREE Sam & Max Pin with purchase of game directly from LucasArts



Sam & Max Hit the Road™

In *Sam & Max Hit the Road*, you follow these two lovable freelance police as they adventure through America. New destinations appear on Sam and Max's postcard map, enabling them to explore strange roadside attractions in their search for Bruno, the missing Bigfoot.

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IBM CD-ROM "Talkie" with **FREE** hintbook $55.95 (6324)
▸ IBM CD-ROM upgrade policy. Send $25.00 plus back cover of manual. (6324U)

Sam & Max Hintbook

$9.95 (6324H)

Sam & Max Enamel Pins

The universally appealing images of Sam & Max or just Max by himself.

Sam & Max pin $6.95 (9303)
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Sam & Max Window Sticker

Not shown $2.00 (9335F)

Sam & Max Lithographs

The box cover art on heavy paper stock. Limited to only 300 signed and numbered copies. Signed by Steve Purcell.
$50.00 (6320S)

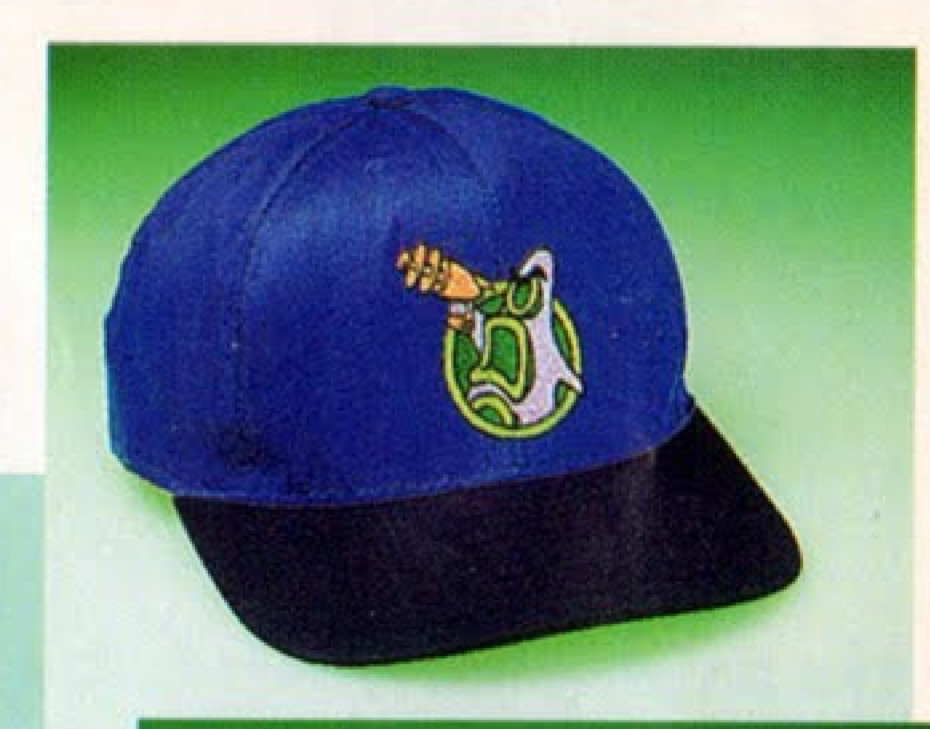
LIMITED Rare EDITION

Demonstration disks are now available by calling 1-800-STAR WARS.

Sam & Max T-Shirt

Yikes! It's America's favorite obscure comic characters garishly emblazoned on a white 100% cotton shirt! After this, no other shirt seems necessary! *Only* $15.95

Ex-Large (9305XL) Large (9305L)
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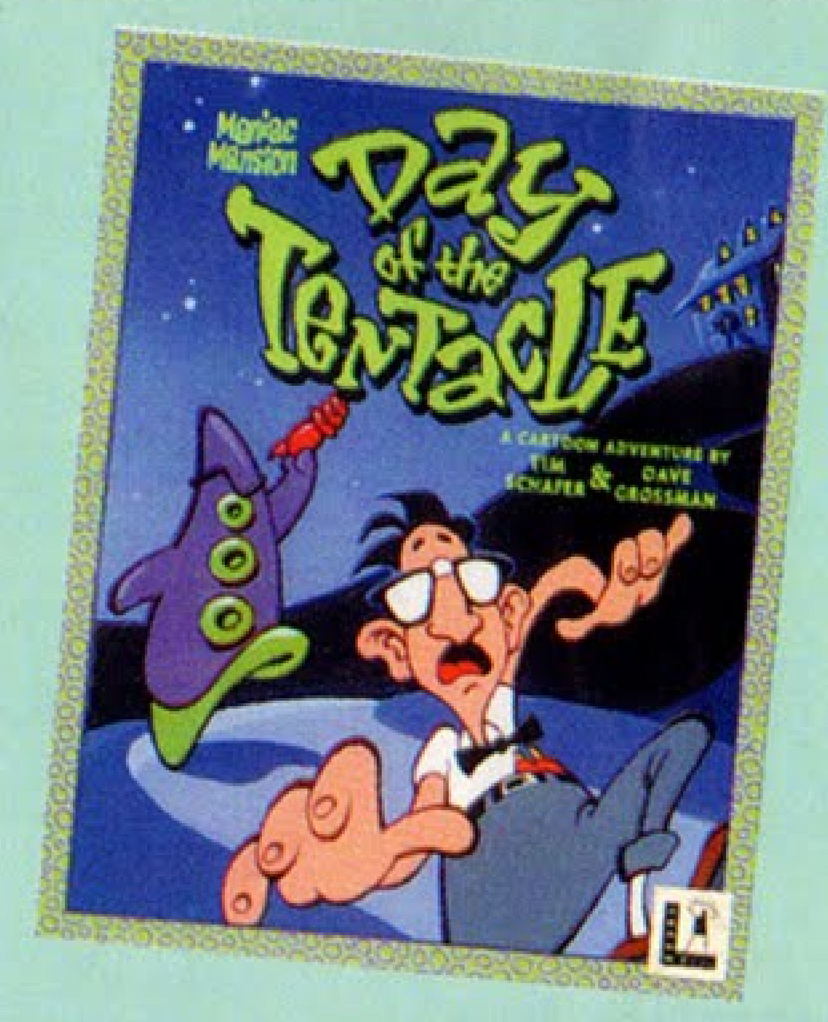




Day of The Tentacle™

The hilarious sequel to *Maniac Mansion*, this interactive cartoon adventure draws players into a wacky world to save the planet from Dr. Fred Edison's mutated pet tentacles. By controlling three frenzied kids in three different time periods and employing warped cartoon logic, players can save mankind. The CD game features full-voice throughout, and the PC version has a "talkie" introduction.

IBM 3.5" 1.44MB HD $47.95 (6318)
IBM CD-ROM with **FREE** hintbook $55.95 (6328)
▸ IBM CD-ROM upgrade policy. Send $25.00 plus back cover of manual. (6328U)



Day of the Tentacle

Hintbook with a **FREE** copy of *Maniac Mansion* Hintbook when you order directly from LucasArts.
$9.95 (6327)

Day of the Tentacle Hat

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Day of the Tentacle T-Shirt

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The George Lucas Super Live Adventure Show From across the galaxy and half way around the world, we bring you special items from *The George Lucas Super Live Adventure Show.* This extravaganza is a stage show which is currently touring in Japan commemorating all of the George Lucas Films.

Star Wars memorabilia:

1 Plush Yoda Doll (15" high) $18.95 (3000)

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8 R2-D2 Snow Mug Doubles as a bank. $7.00 (1006)

Star Wars Characters T-shirt. This black shirt has the Emperor, R2-D2, C-3PO, Yoda, Darth Vader, Wicket, an X-wing & a TIE interceptor on the front.
Adult Sizes: **$15.95** (8302M) Medium, (8302L) Large
Children's Sizes: **$12.95**
(8302XXS) 6-8, (8302XS) 10-12, (8302S) 14-16

Star Wars Space Battle Black T-shirt
The front is the same as poster on page 29. Opening monologue from Star Wars on back.
Adult Sizes: **$15.95**
(8300S) Small, (8300M) Medium, (8300L) Large
Children's Sizes: **$12.95**
(8300XXXS) 6-8 (8300XXS) 10-12 (8300XS) 14-16

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Take command of either the Rebel Alliance or the evil Galactic Empire. Use Chewbacca's skill with the crossbow to take out a sinister stormtrooper or pit



Darth Vader in a deadly lightsaber duel against his arch enemy Luke Skywalker. Play chess and be part of your own Star Wars movie with 72 unique capture sequences. IBM 486 recommended.

3.5" 1.44MB HD $47.95 (3500)

IBM CD-ROM Windows version $55.95 (3510)









Yoda Model Figure Kit Create this loveable character from the Star Wars movies, in 1/4 scale, he stands 7" tall. This model includes snakes and has real hair. $59.95 (9120)

Darth Vader Model Figure Kit Stands over 18" tall figure is 1/4 scale of your favorite villain. Great for kids or collectors. $64.95 (3200)

C-3PO Stands over 18" tall in 1/4 scale. $64.95 (9130)

Stormtrooper Figure kit $64.95 (9132)

Han Solo Stands over 19" tall. This model features a blaster and rocket pod. $64.95 (9121)

Kenner Figures:

➧ FOUND! The original Kenner Star Wars Action Figures!! Now you can complete your set by ordering the last remaining figures by Kenner.

Star Wars Figures originally produced in 1984.

Jabba the Hutt	$15.00 (9405)
Salacious Crumb	$15.00 (9406)
C-3PO with removable limbs	$15.00 (9407)
The Emperor	$15.00 (9408)
Klaatu (Jedi)	$15.00 (9409)
The Emperor's Guard	$15.00 (9410)
Prune Face (Jedi)	$15.00 (9411)
"Empire" Weapon Action Pac	$15.00 (9420)







➧ **9 PC Assortment PVC Bend'ems** Set includes Darth Vader, Stormtrooper, C-3PO, R2-D2, Yoda, Chewbacca, Princess Leia, Luke Skywalker, and Obi-Wan Kenobi. They are bendable and positionable and approximately 5 1/2" high. $36.00 (9410S9)

▲ **Willow Figures originally produced in 1988.**

Willow	$15.00 (9414)
Nockmar Warrior	$15.00 (9415)
Nockmar Lieutenant	$15.00 (9416)
General Kael	$15.00 (9417)
Mad Martigan	$15.00 (9418)
Airk ThaughBaer	$15.00 (9419)



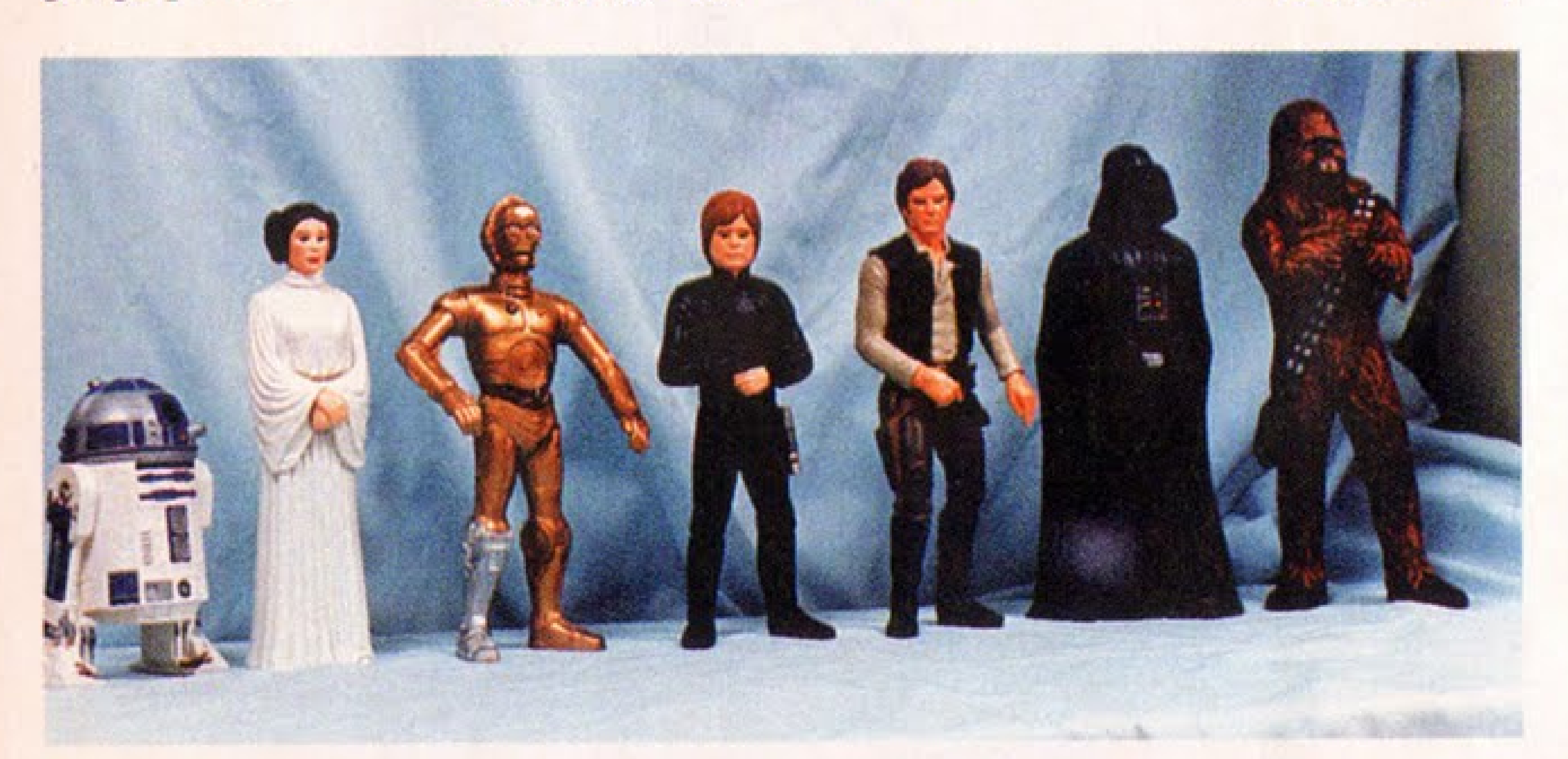
Darth Vader Helmet
An official replica of Darth Vader's Mask. Two pieces. Resilient heavy-gauge plastic. $57.95 (9029)



Stormtrooper Helmet Made of soft, molded plastic, this helmet is a must-buy for your favorite Star Wars fan. $79.95 (9028)



Yoda Mask
The Jedi Master returns as a mask for you to wear. $49.95 (9309)



Vinyl Figures 5" to 13" tall

C-3PO	$14.95 (9400C3)
Chewbacca	$14.95 (9400CH)
Darth Vader	$14.95 (9400D)
Han Solo	$14.95 (9400H)
Luke Skywalker	$14.95 (9400LS)
Princess Leia	$14.95 (9400PL)
R2-D2	$14.95 (9400R)

Star Wars Vinyl Figures
All 7 for **$100.00** (9400S)



Chewbacca Mask
This furry face is sure to invite smiles. ***New Price!*** $75.95 (9308)

▶ **Masks are not recommended for children under 8 years old.**







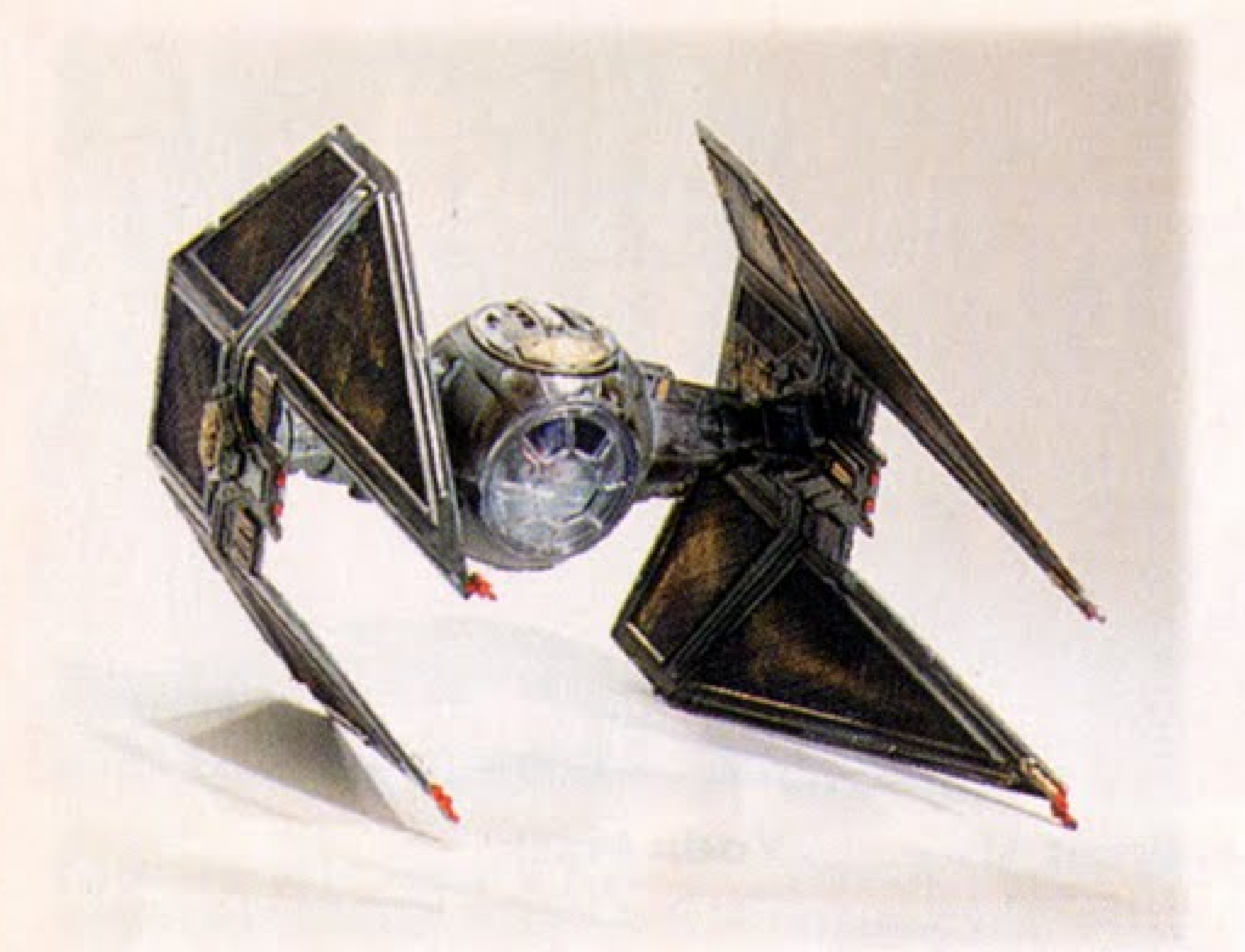
Pewter Star Wars Vehicles
Limited Editions

Detailed replicas of your favorite Star Wars vehicles. Hand cast from fine pewter and mounted on a solid hardwood base, these scale models are a *limited edition* of 15,000 pieces.

Han Solo's Millennium Falcon
5.25" dia., 2.5" H $120.00 (9133)

Luke Skywalker's X-wing fighter
3" W, 4.5" L, 2.5" H $95.00 (9135)
(Has solid brass, 25k plated laser cannons)

Darth Vader's TIE fighter
4.25" W, 6" L, 2.5" H $130.00 (9134)





AT-ST
Snap-On Model kit
$6.95 (8734)

X-wing
Snap-On Model kit
Not shown **$5.95** (9264)

X-wing fighter
Model kit **$8.95** (9032)

TIE interceptor
Snap-On Model kit
$5.95 (9263)

AT-AT Model kit
Not shown **$6.95** (8919)

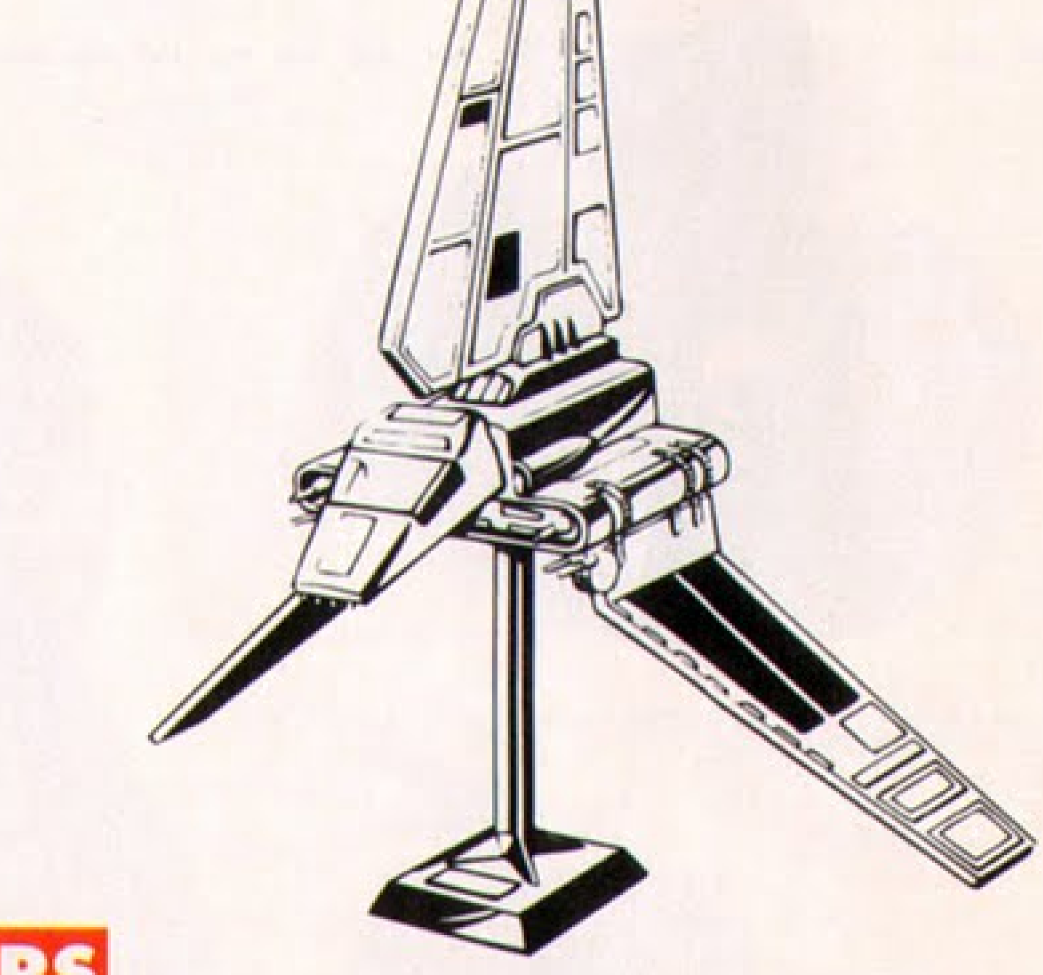
Snowspeeder Model kit
Not shown **$8.95** (8914)

Speeder Bike Model kit
Limited to stock on hand.
Not shown **$6.95** (8928)

Star Destroyer Model kit
Not shown **$12.95** (8915)



Millennium Falcon
Model kit **$16.95** (9030)



Shuttle Tyderium Model kit
$12.95 (8733)



➧ Darth Vader's TIE fighter
Model kit **$8.95** (9031)

Star Wars Model Gift Set Model kit **$18.95** (8912)

➧ Rebel Base Action Scene
Model kit **$12.95** (8735)

New from Galoob! The Micro Machines® Star Wars collections!! Continue to experience the struggle between the Rebel Alliance, defenders of justice, and the evil and corrupt Empire. These are authentic and detailed replicas of the original vehicles seen in *Star Wars, The Empire Strikes Back* and *Return of the Jedi*.

Star Wars Includes X-wing, Millennium Falcon & Imperial Star Destroyer **$7.95** (8001)

The Empire Strikes Back Includes TIE starfighter, Imperial AT-AT & Snowspeeder **$7.95** (8002)

Return of the Jedi Includes Imperial AT-ST, Jabba's Desert Sail Barge & B-wing starfighter **$7.95** (8003)



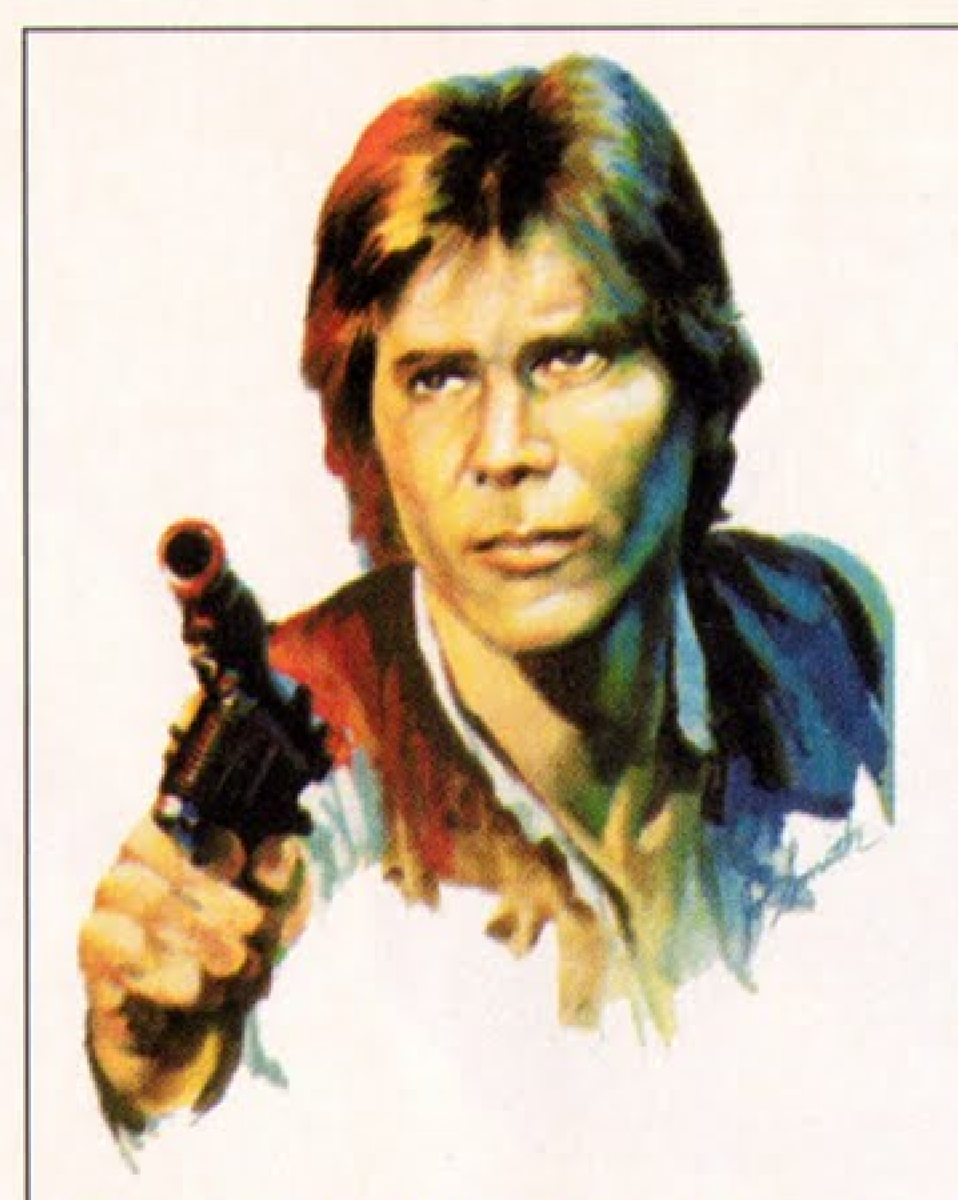
Star Wars Character Tie
100% Polyester $19.95 (1010)

Star Wars Trench Scene Tie
100% Polyester $19.95 (1011)

Star Wars T-shirt
Above $15.95 (1013L) (1013XL)



Star Wars Boxer Shorts $18.95
(1012S) (1012M) (1012L) (1012XL)





Topps Trading Card shirts
Our favorite Topps Star Wars trading cards made into t-shirts to add to your collection.

Boba Fett White T-shirt
100% cotton $17.95
Small (1014S) Medium (1014M)
Large (1014L) Ex-Large (1014X)

Jawa Black T-shirt
100% cotton $17.95
Small (1015S) Medium (1015M)
Large (1015L) Ex-Large (1015X)

Coming Soon:
Return of the Jedi White T-shirt
100% cotton $17.95
Small (1016S) Medium (1016M)
Large (1016L) Ex-Large (1016X)

Han Solo White T-shirt
100% cotton $17.95
Small (1017S) Medium (1017M)
Large (1017L) Ex-Large (1017X)

Chewbacca White T-shirt
100% cotton $17.95
Small (1018S) Medium (1018M)
Large (1018L) Ex-Large (1018X)

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1-800-STAR WARS



Space Scene T-shirt
100% Cotton. $14.95
Small (9039) Medium (9040)
Large (9041) Ex-Large (9042)

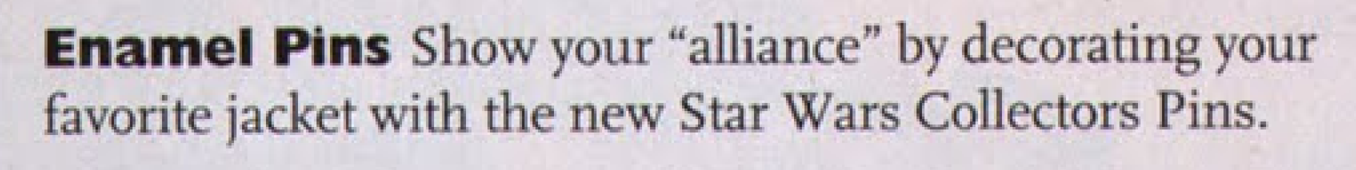


Darth Vader Sweatshirt
50% cotton, 50% acrylic. $26.95
Small (9046) Medium (9047)
Large (9048) Ex-Large (9049)

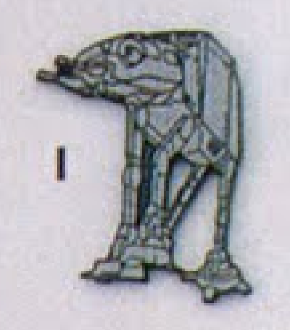


Death Star T-shirt
100% cotton. $17.95
Small (9265) Medium (9036)
Large (9037) Ex-Large (9038)





Enamel Pins Show your "alliance" by decorating your favorite jacket with the new Star Wars Collectors Pins.





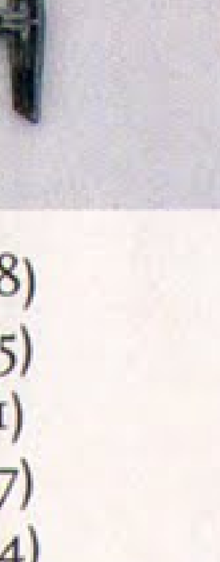




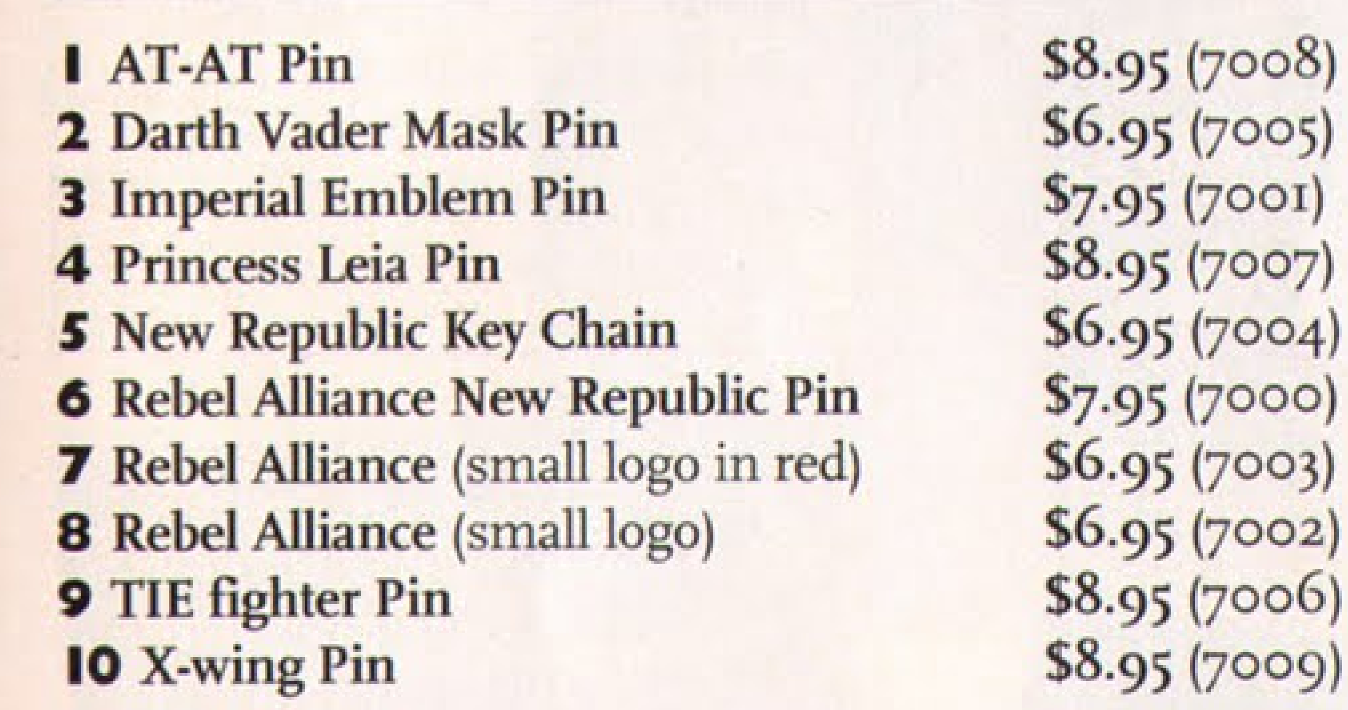




1 AT-AT Pin	$8.95 (7008)
2 Darth Vader Mask Pin	$6.95 (7005)
3 Imperial Emblem Pin	$7.95 (7001)
4 Princess Leia Pin	$8.95 (7007)
5 New Republic Key Chain	$6.95 (7004)
6 Rebel Alliance New Republic Pin	$7.95 (7000)
7 Rebel Alliance (small logo in red)	$6.95 (7003)
8 Rebel Alliance (small logo)	$6.95 (7002)
9 TIE fighter Pin	$8.95 (7006)
10 X-wing Pin	$8.95 (7009)











▲ Millennium Falcon Watch A steel cased, flip-top watch shaped like Han Solo's Millennium Falcon. Inside is the Falcon being chased by TIE fighters. Complete with targeting second hand. Numbered run of 10,000. $65.95 (9131)

Darth Vader Watch 3D holographic watch of your favorite villain: Darth Vader. $34.95 (9273)

X-wing Hologram Watch An X-wing fighter has been captured and soars out at you whenever you check the time. Black plastic wrist band. $40.00 (8100)

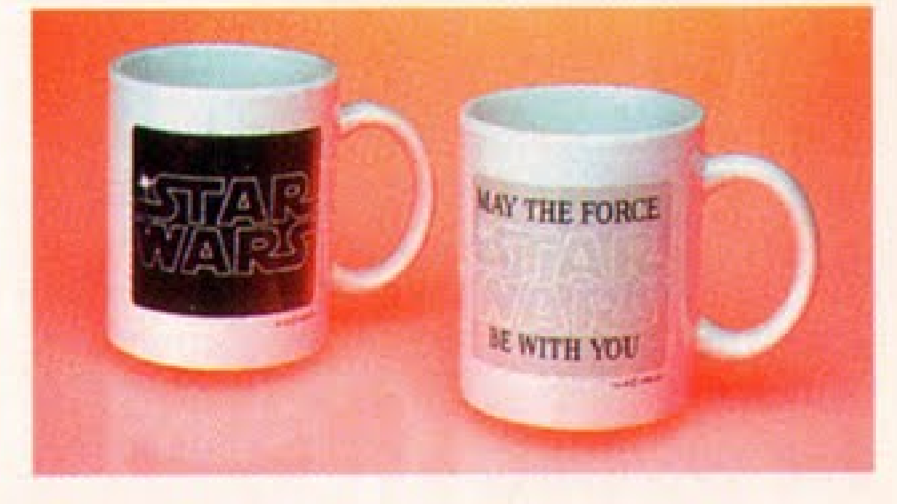
Yoda Watch 3D holographic watch of your favorite hero: Yoda. $34.95 (9035)

Darth Vader Limited Edition Watch Darth Vader glares back at you when you check the time. A TIE fighter and an X-wing are the second hand in a perpetual space battle. $59.95 (9126)

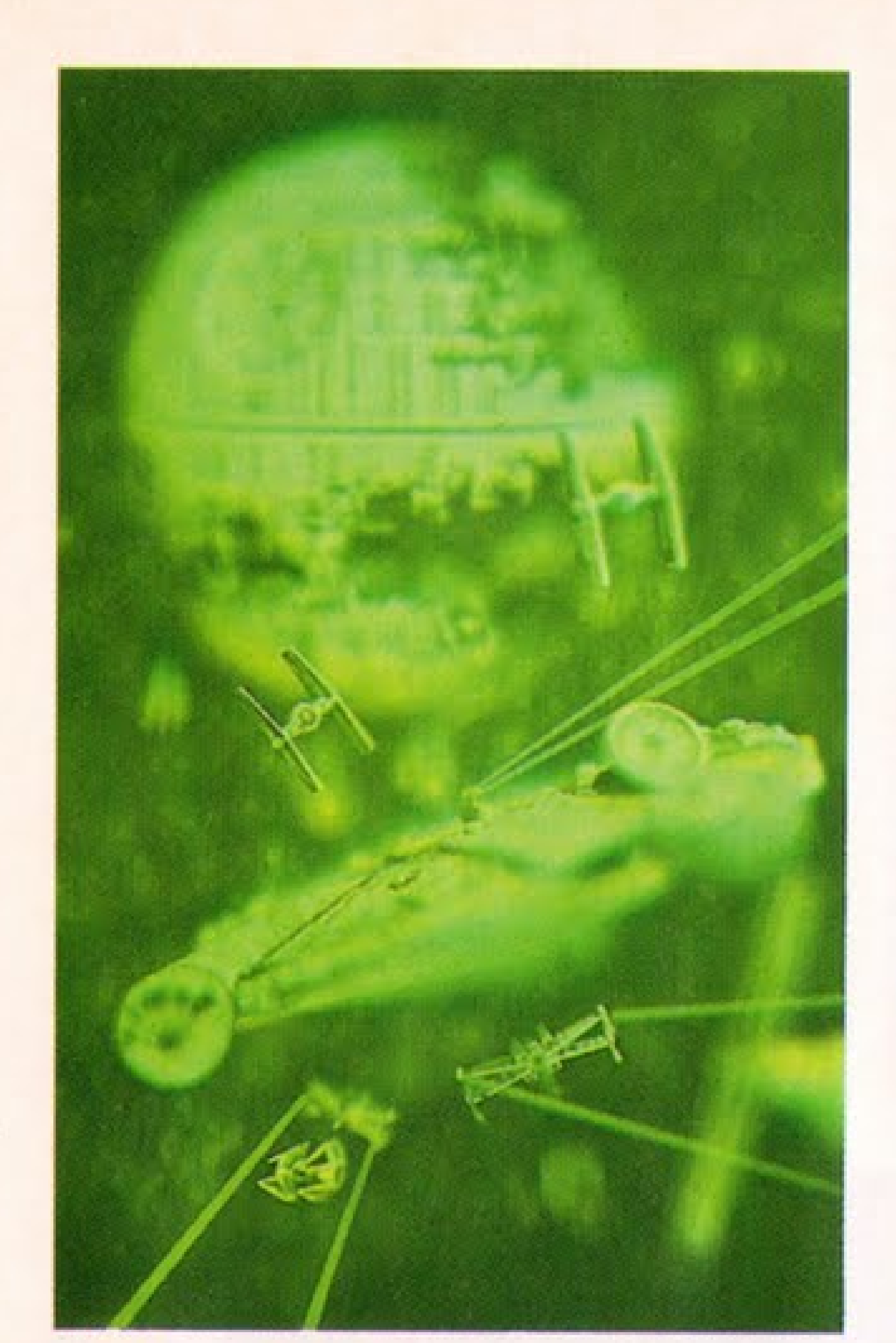
Mousepads

Here's something from out of this world for your 'mouse' to run around on, Star Wars mousepads.

Darth Vader *Not shown*	$15.95 (9117A)
Yoda	$15.95 (9117B)
Millennium Falcon fight scene	$15.95 (9117C)
Luke & Leia on Jabba's sail barge	$15.95 (9117D)
Rebel Assault	$15.95 (9117E)



Star Wars Thermographic Mug Changes when hot liquid is poured in. $14.95 (1004)



Deluxe Hologram Millennium Falcon fight scene picture. Matted and ready to frame, the Millennium Falcon, X-wings and TIE fighters leap out of this hologram with the Death Star in the background.
Matted size is 8 x 10. **$35.95** (9127)



Star Wars Artwork 11" x 14" portfolio postcard set of 6 cards. These oversized postcards are great for framing. Artwork painted by Tom Chantrell, Ralph McQuarrie and Roger Kastel. **$14.95** (9342)

Star Wars Artwork 8" x 10" postcard set of 5 cards.
4 of the 6 of the Portfolio size cards and the "Circus Poster" by Drew Struzan. **$12.95** (9341)

Star Wars Artwork 5" x 7" postcard set of 9 cards Artwork photos in a size convenient to mail to your best friends. **$6.95** (9340)

Limited Rare Edition

For the ultimate trading card fanatic, the ultimate in trading cards:

➧ **Return of the Jedi Stickers** originally produced in 1983. (33 cards per set) **$30.00** (9421)





➧ **Star Wars Tin Trading Cards** embossed in metal platelets and housed in a decorative metal collector's tin. (20 cards per tin) First set, 1-20 available now. **$75.00** (8007

Trading Cards
Collect them or trade them with friends. Star Wars Galaxy Trading Cards box set of 288 cards from Topps. Box does not guarantee a full set of cards. 140 different with 6 chase cards. **$35.00** (9069)

Limited Rare Edition

Extremely rare!
Originally produced in 1980:
➧ **The Empire Strikes Back** postcards. Four card set **$15.00** (9423)



Cards not shown above: Yoda and Darth with Boba Fett



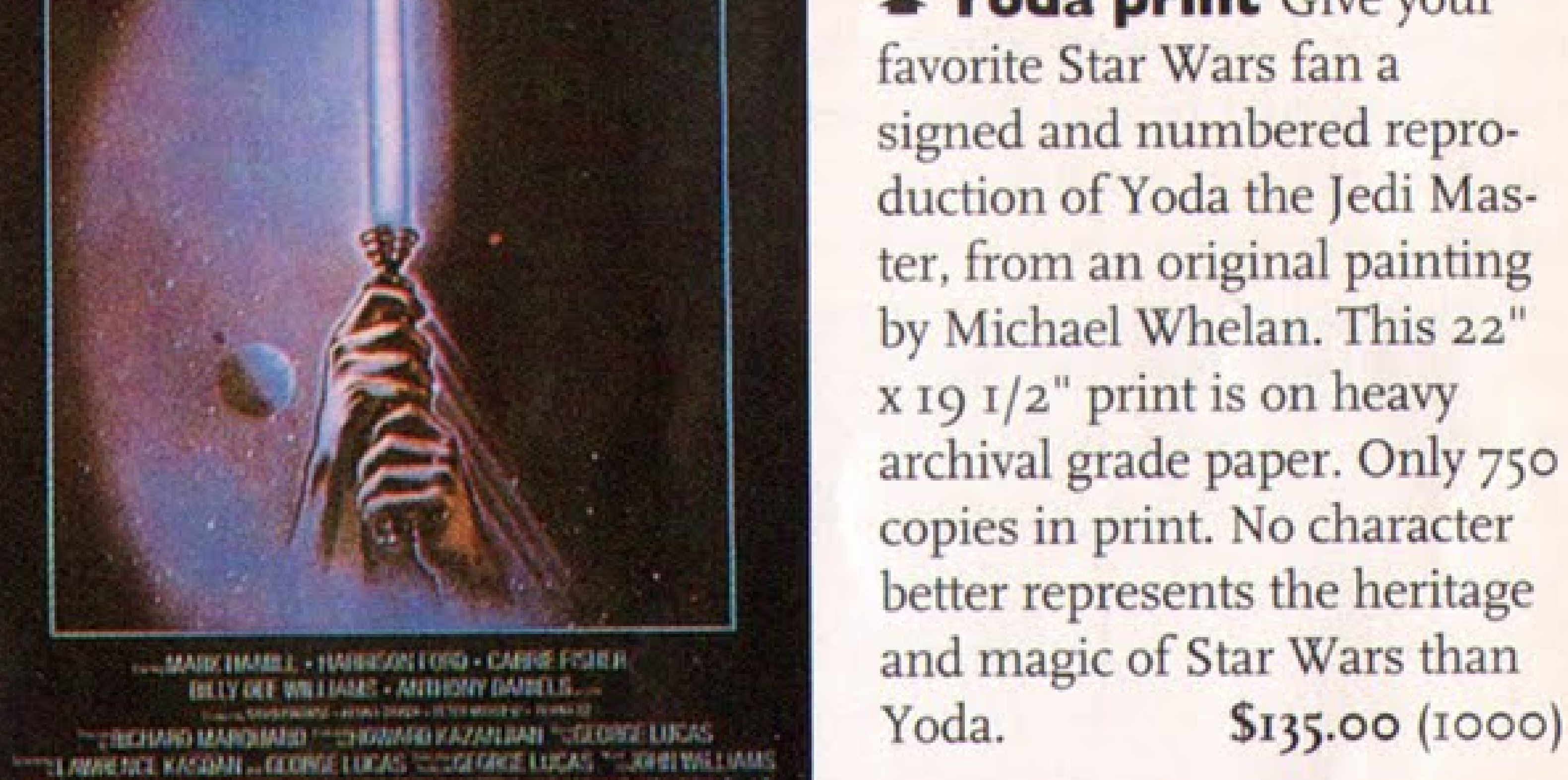
➧ **Return of the Jedi** motion 3-D postcard originally produced in 1985. **$9.00** (9424)

Special Collectors Item



➧ **Postcards** Collect them or send them to friends.
Star Wars 4" x 6" postcards, set of 26 **$20.00** (9322)





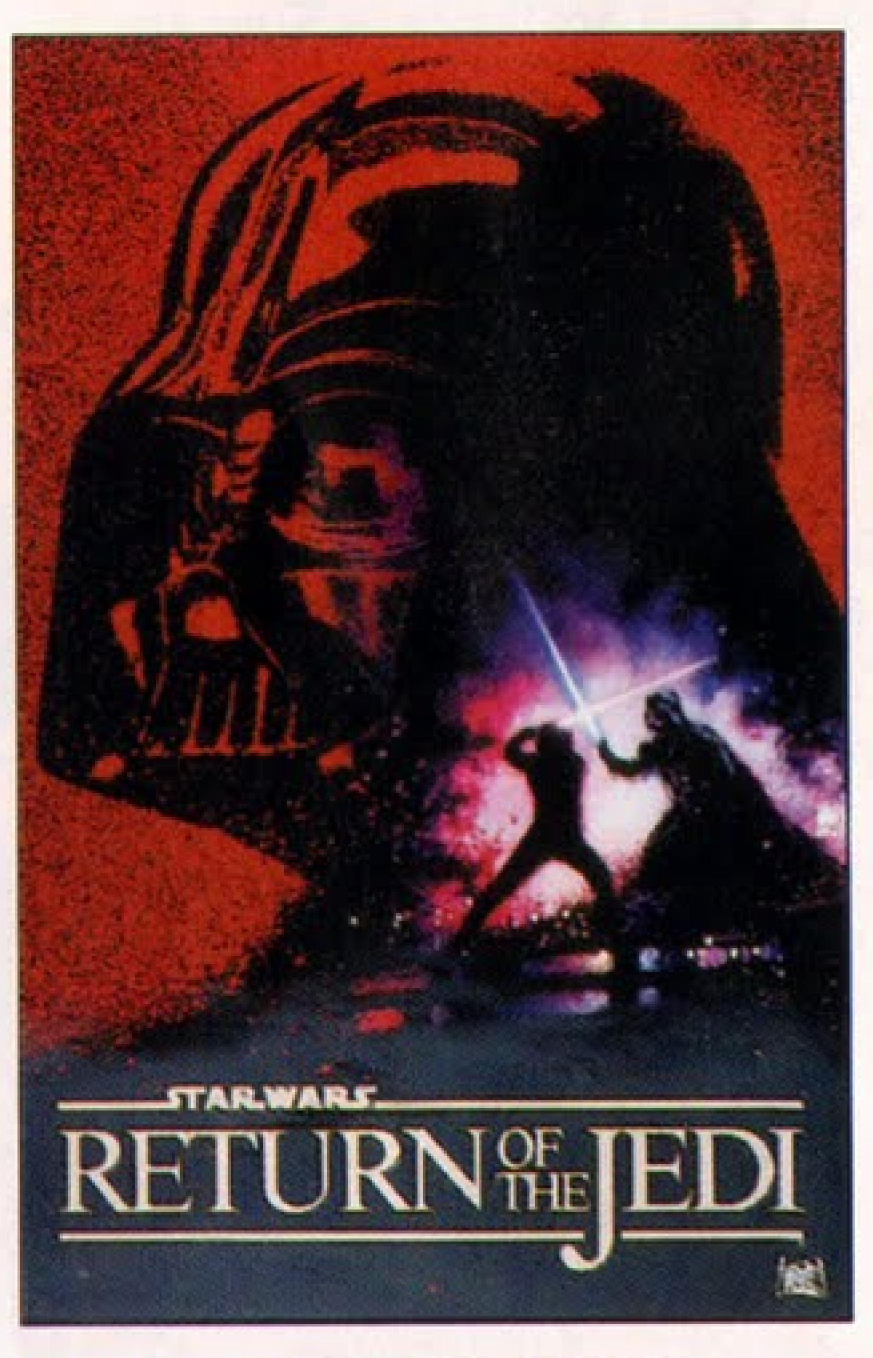
Movie Posters
The original 24" x 36" posters.
❶ Star Wars $7.95 (9314)
❷ The Empire Strikes Back $7.95 (9315)
❸ Return of the Jedi $7.95 (9316)

The Empire Strikes Back 10th Anniversary poster
Not shown 27" x 41" $12.95 (9333)

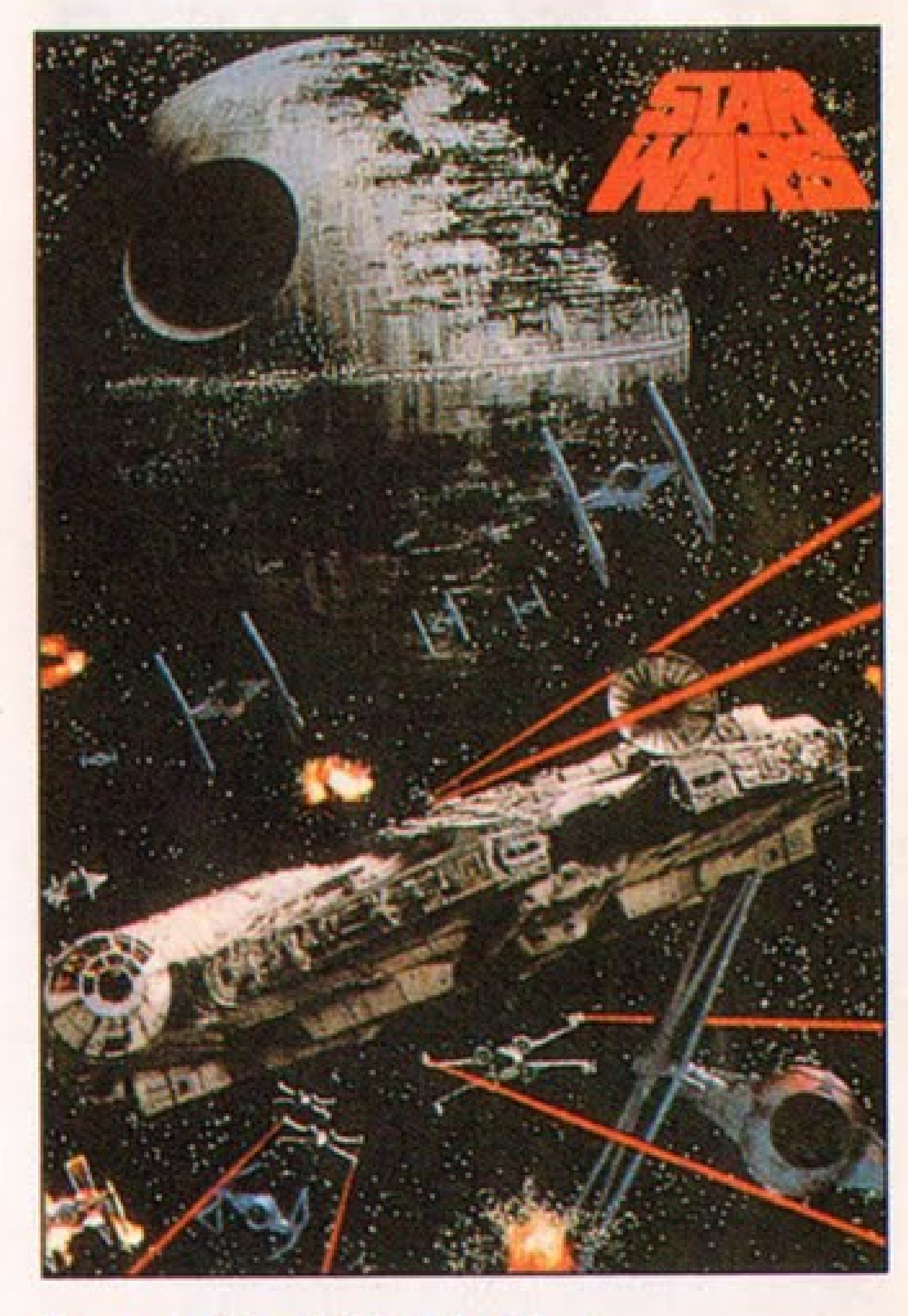
▲ **Yoda print** Give your favorite Star Wars fan a signed and numbered reproduction of Yoda the Jedi Master, from an original painting by Michael Whelan. This 22" x 19 1/2" print is on heavy archival grade paper. Only 750 copies in print. No character better represents the heritage and magic of Star Wars than Yoda. $135.00 (1000)



Star Wars 15th Anniversary poster
27" x 41" $12.95 (9329)
Signed by two artists
27" x 41" $79.95 (9329S)



Return of the Jedi 10th anniversary poster
The original "Revenge of the Jedi" artwork. Poster has Return of the Jedi logo in gold foil. $54.95 (9334)



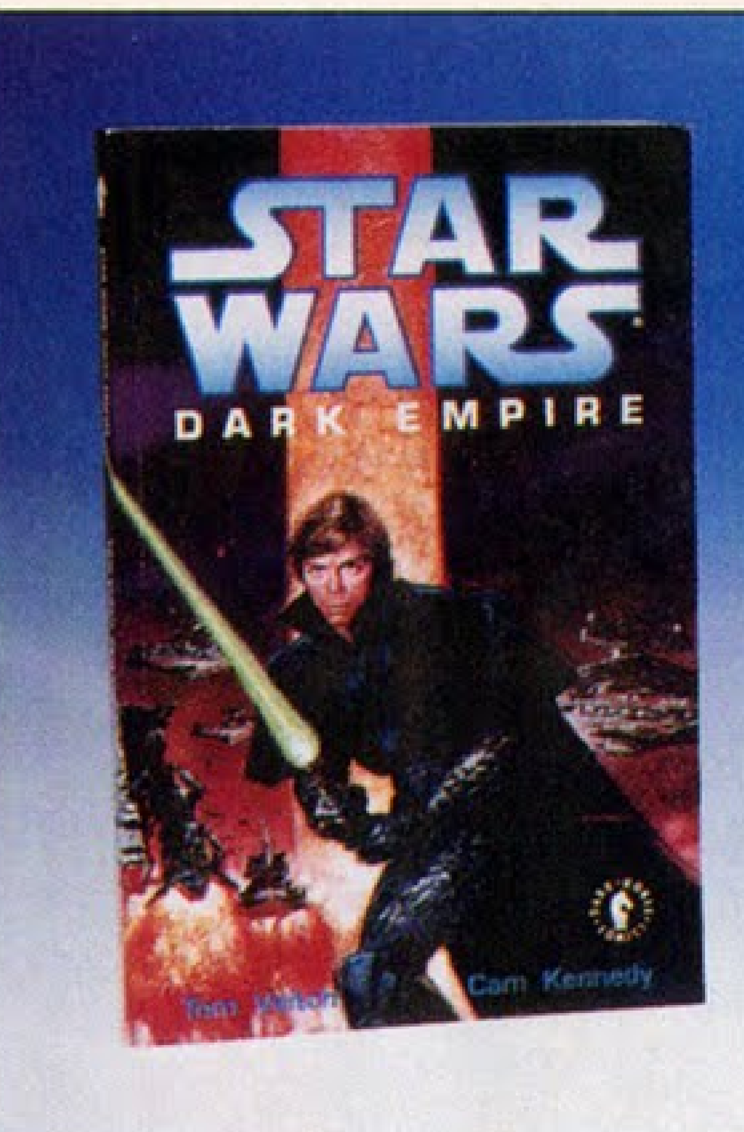
Space Battle Poster
24" x 36" $7.95 (9317)

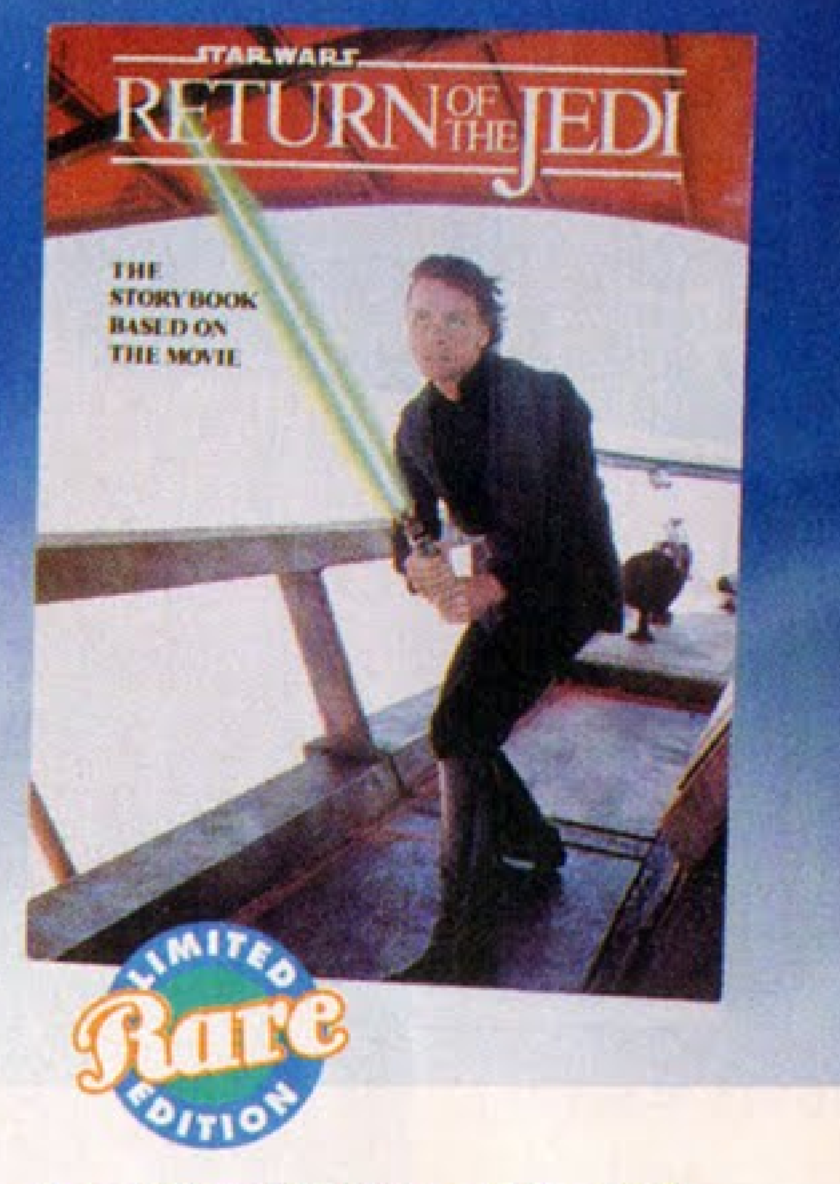
See page 21 for a t-shirt with this printed on the front



Star Wars: From Concept to Screen to Collectible Written by Stephen J. Sansweet, this book takes the reader behind the scenes and features over 150 full-color images, many never before published, of collectible items, movie stills, and prop sketches from the archives of Lucasfilm and Kenner Toys. Text includes interviews with George Lucas.

Softcover $19.95 (3210)
Hardcover $29.95 (3210H)





Comic Books
From a galaxy far, far away the collection of the 1991 Dark Horse Comics (6 issues) spectacular, *Dark Empire.* $16.95 (6000)

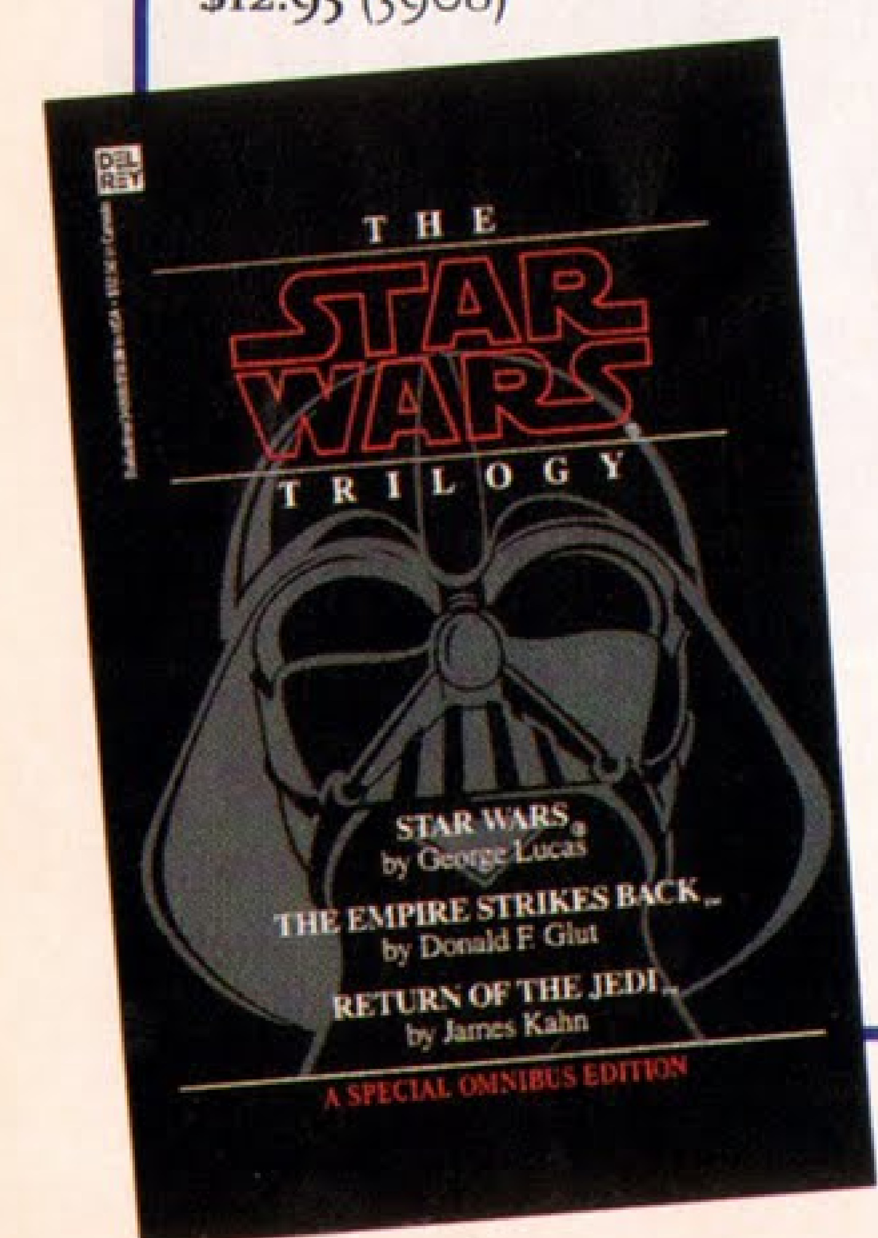
Star Wars: Return of the Jedi story book (based on the movie). $14.95 (9405RJSB)

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STAR WARS BOOKS

You've seen the movies, now read the books! Re-introducing the original trilogy!

The Star Wars Trilogy This special Omnibus edition contains the complete texts from *Star Wars, The Empire Strikes Back,* and *Return of the Jedi.*
$12.95 (3908)



New Star Wars Books by Timothy Zahn available in hardback or on tape. Three book series.

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Tape *Read by Dennis Lawson (played Wedge Antilles in movie)*
$15.99 (9287A)

Dark Force Rising
Hardback $21.95 (9285B)
Tape *Read by Anthony Daniels (played C-3PO in movie).*
$15.99 (9287B)

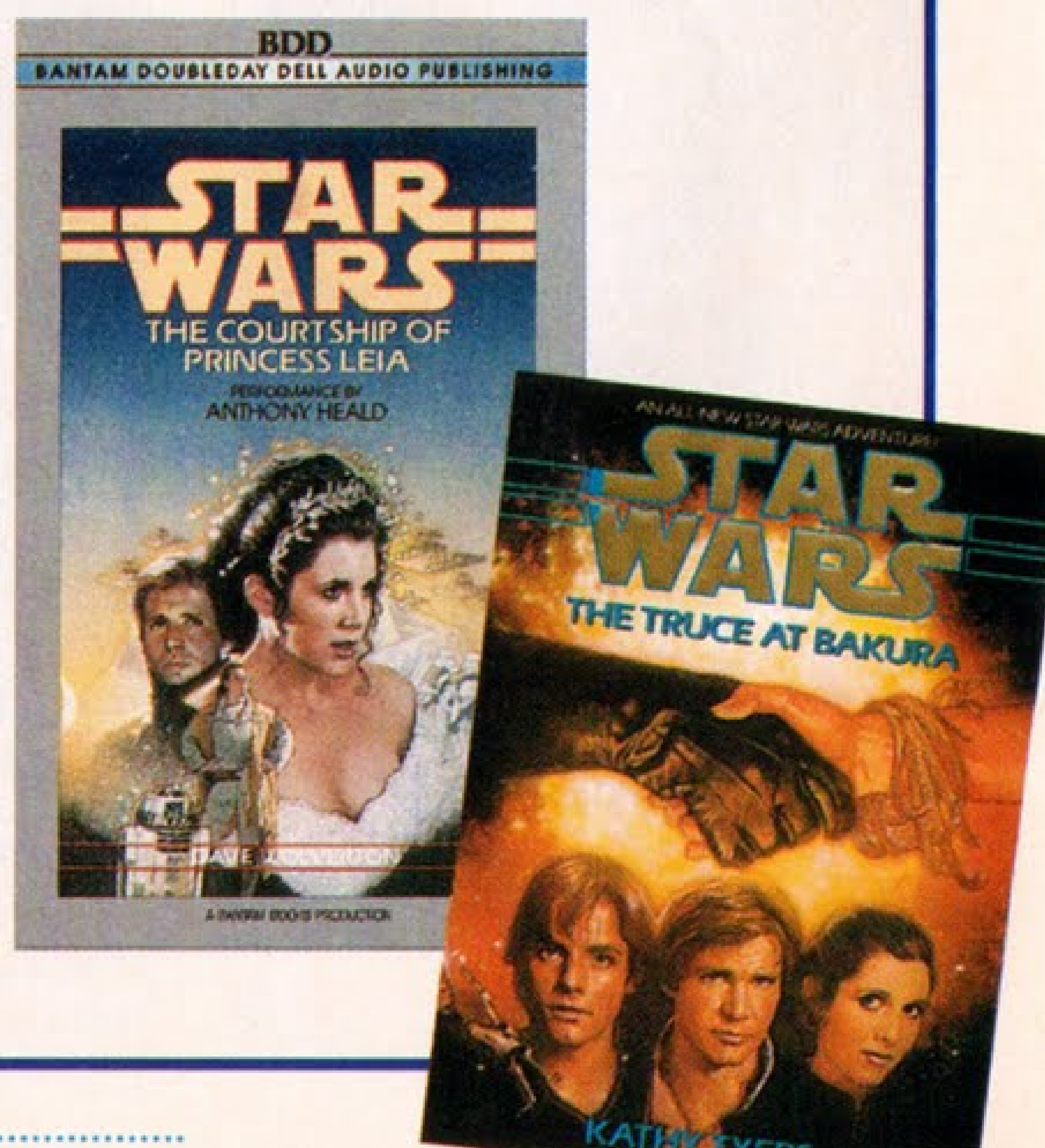
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Hardback $21.95 (9285C)
Tape *Read by Anthony Daniels*
$15.99 (9287C)

Also Available:

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$16.99 (9339A)

The Truce at Bakura
by Kathy Tyers
Hardback $21.95 (9337)
Tape *Read by Anthony Heald*
$16.99 (9337A)

The Truce at Bakura Bookmark $1.25 (9138)





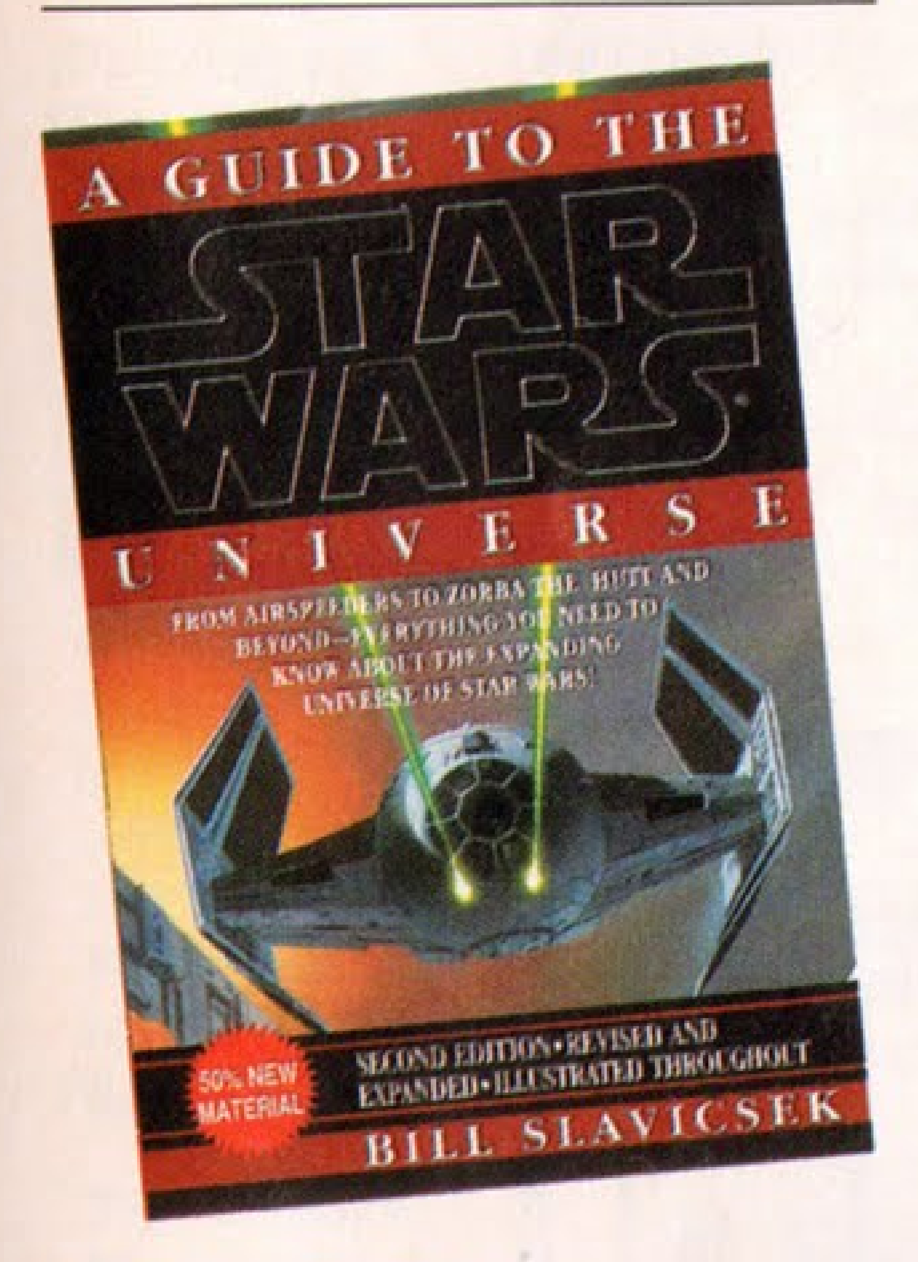
Star Wars Bookmarks
Set of three bookmarks. Illustrated by Drew Struzan. $5.00 (9122)



FOR YOUNG, OLD, AND COLLECTORS ALIKE:

Star Wars read along record with 24 page storybook. *Very limited!* $25.00 (9425)

Star Wars: Return of the Jedi read along record with 24 page storybook. *Limited!* $25.00 (9426)



A Guide To The Star Wars Universe
Facts about characters, armament, vehicles, planets and battles from the Star Wars universe.
$10.00 (9106)



Monsters & Aliens Book
31 full-color images drawn from the Lucasfilm archives and some creatures yet to be built. Interviews, diary entries, recipes, resumes, want ads and more make this an extraterrestrial masterpiece. $26.95 (9102)



Star Wars Catalog Price Guide An illustrated Star Wars catalog and price guide. ***This catalog is not for ordering.*** $26.95 (9105)

SOURCEBOOKS

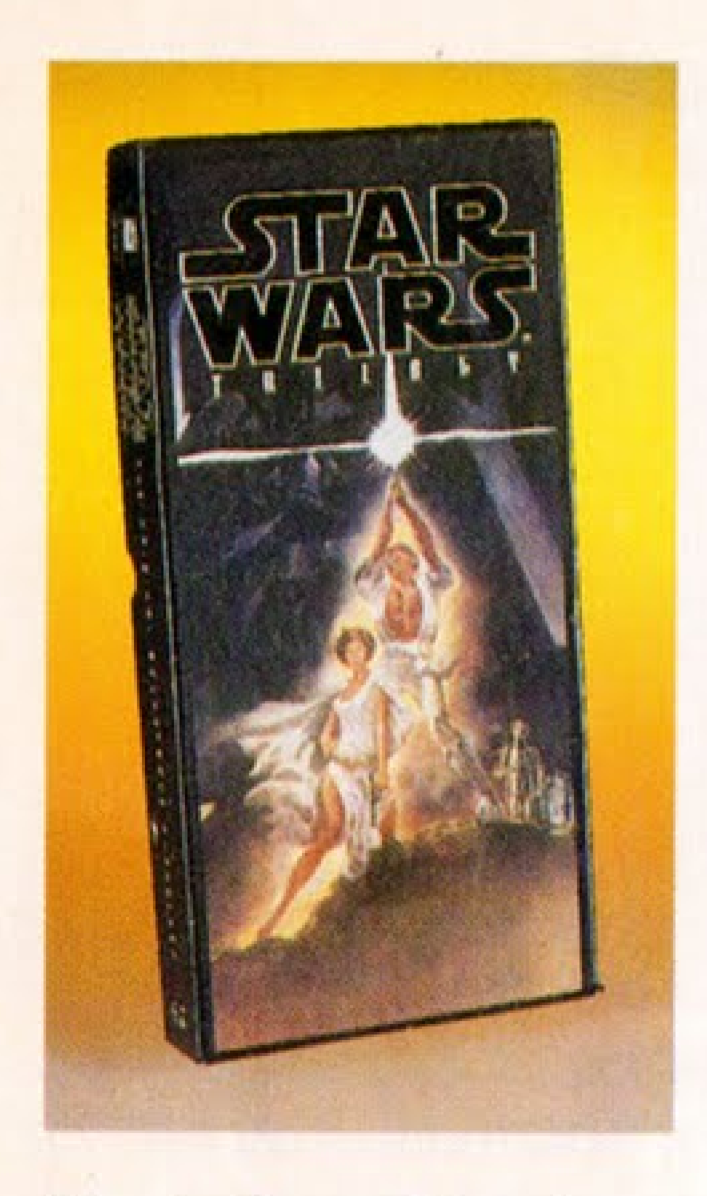
Heir to the Empire Sourcebook This book details the people, events, places and equipment which make up the story in Timothy Zahn's first Star Wars novel.
$22.95 (9319)

Dark Force Rising Sourcebook Covers the second Timothy Zahn book. $22.95 (9320)

The Star Wars Sourcebook A treasure chest of unusual and imaginative information on the Star Wars universe with details on the construction of lightsabers and blueprints to Han Solo's *Millennium Falcon,* plus dossiers on some of the most prominent people in the galaxy. $22.95 (9321A)

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The Rebel Alliance Sourcebook A detailed look at the men and women of the Rebel Alliance, featuring new ships, equipment, and more information on droids.
$22.95 (9321C)



Movie Soundtracks

Collect the soundtracks to three of the best science fiction movies ever created.

***New* Complete Star Wars trilogy soundtrack** with previously unreleased tracks. A 4 CD set. Shown above.
$54.95 (3223)

Star Wars Trilogy
Soundtrack excerpts.
Cassettes $9.98 (3222T)
CD $15.98 (3222C)

Symphonic Empire
Cassettes $9.98 (3221T)

Star Wars Radio Drama

First broadcast on National Public Radio in 1981. The 13-part series features the original John Williams music, with Mark Hamill and Anthony Daniels reprising their roles. This is a 6 1/2 hour stereo dramatization of the movie and features new characters and episodes.
7 Compact Discs $59.95 (3212C)
or 6 Cassettes $34.95 (3212T)

The Empire Strikes Back Radio Drama

This 5 hour stereo dramatization is greatly expanded with scenes not found in the movie. Cast includes, Mark Hamill, Anthony Daniels and Billy Dee Williams.
5 Compact Discs $54.95 (3214C)
or 5 Cassettes $34.95 (3214T)

Limited Edition Deluxe Star Wars and The Empire Strikes Back Radio Drama

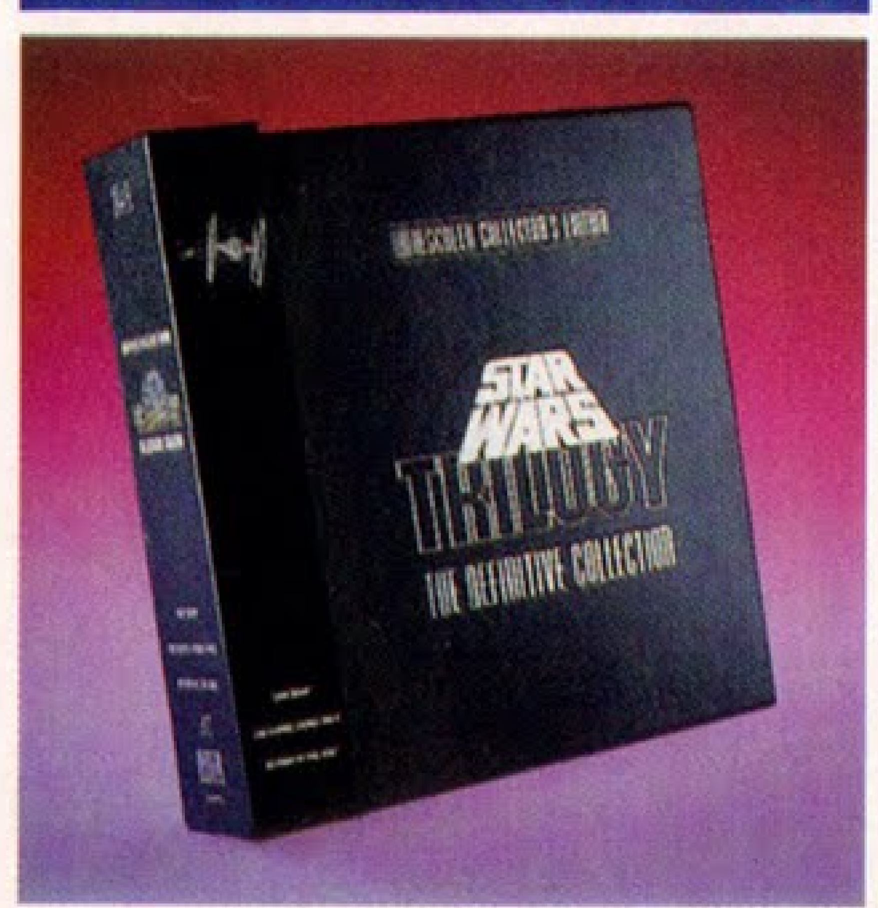
RARE Both collections on CD only, in a deluxe numbered collector box (limited to 5000).
$129.95 (3213CD)

BANTHA TRACKS special sound sheet edition (issue #34). Includes 33 1/3 RPM record.
$7.00 (9427)

VIDEO & LASER DISCS

Star Wars Trilogy Every family needs their own set of Star Wars movies. Relive the adventures of Luke, Han and Princess Leia in your own home. Three tapes in a single bookshelf box. Stereo hi-fi. VHS only. *Only* $59.95 (9034)

From Star Wars to Jedi: The Making of a Saga A behind-the-scenes movie about the making of the most spectacular trilogy in motion picture history. Spectacular footage from all three films mixed with never-before-seen, unfinished scenes. VHS only. $9.98 (9201)



♦ **Star Wars Letterbox Trilogy Set** See the movies as they were meant to be seen in the original wide screen format. This special edition box has a hologram on the cover, and includes The *Making of a Saga* and a condensed version of the *Creative Impulse* book, focusing on Star Wars. VHS only. $99.98 (9202)

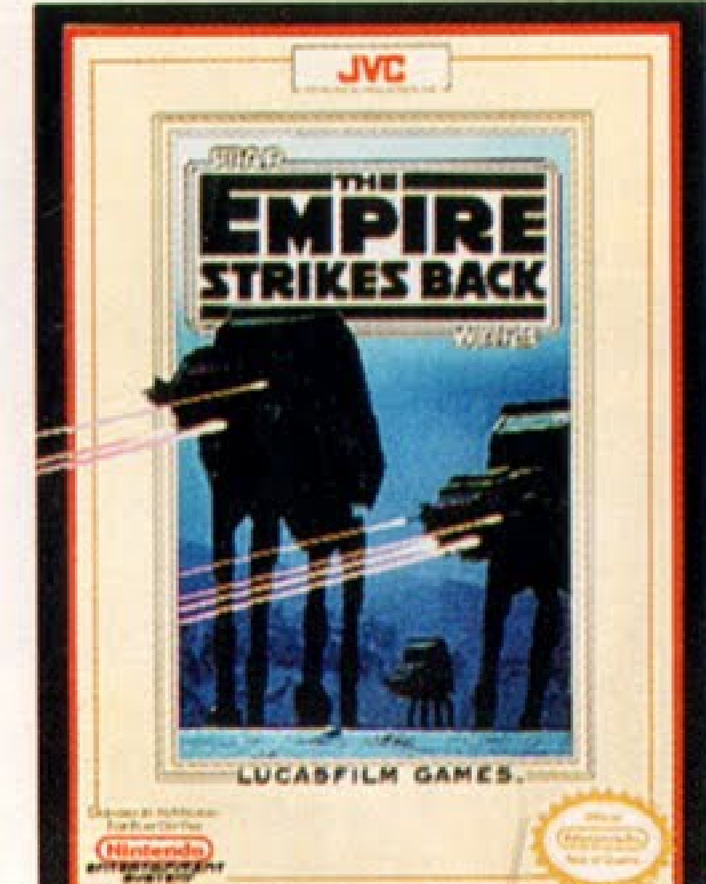


For the Super Nintendo System. Play this fast action game on your 16-bit Nintendo. All new graphics and game play. Intense arcade-like action lets players earn points while pursuing the ultimate goal—destroying the Death Star.

Super Star Wars ***New Price!***
Super Nintendo $49.95 (9290)

Super Empire Strikes Back
Super Nintendo $59.95 (9204).

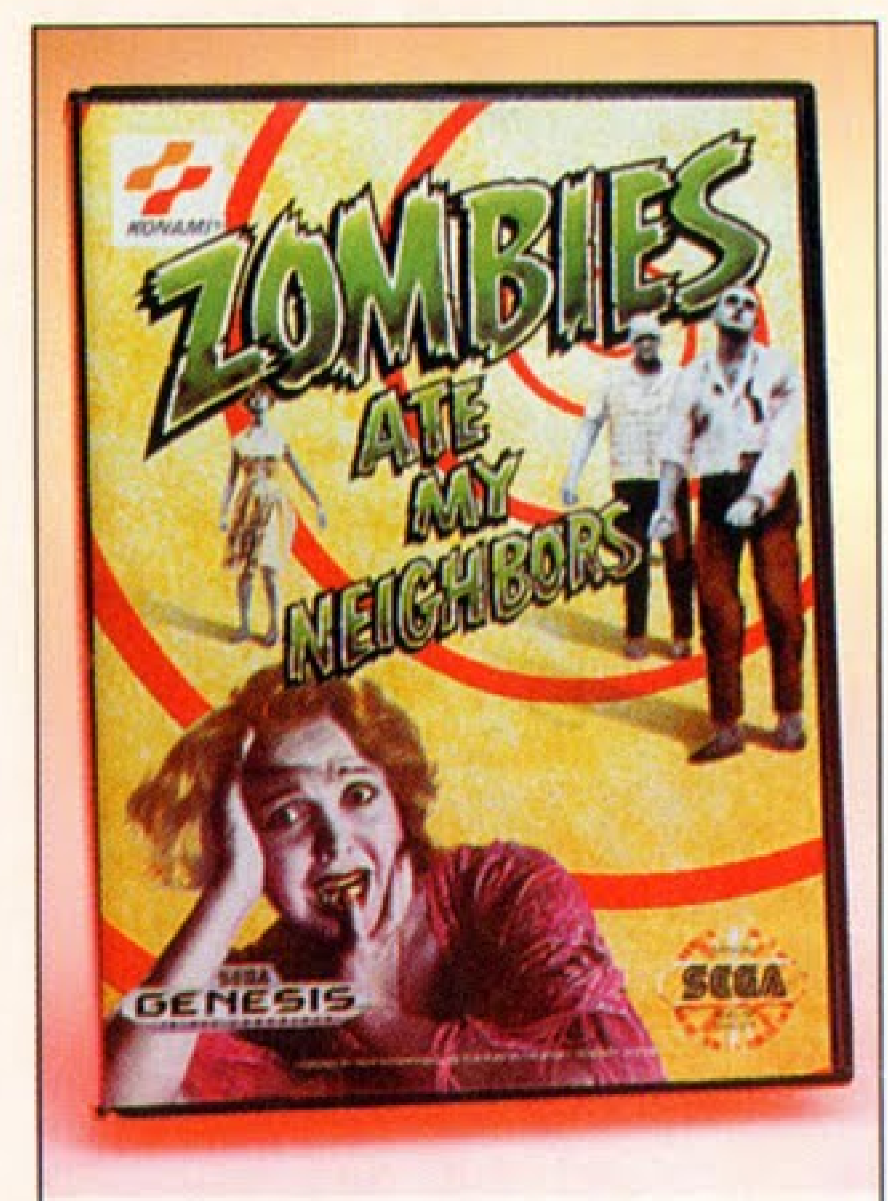
Star Wars
Okay Jedi Knight, here's your chance to rescue Princess Leia from certain death. Man the gunnery of the *Millennium Falcon* or pilot your very own X-wing down the trench of the Death Star to destroy it.
Nintendo cartridge only.
New Price!
$45.00 (9033)



The Empire Strikes Back
Battle on three different planets: Hoth, Dagobah, and Bespin. Develop Luke's skill with the Force, then face Darth Vader in a spectacular lightsaber duel.
Nintendo cartridge only. **New Price!** $30.00 (9071)

Special Free Offer

FREE *Indiana Jones and the Last Crusade* Video with purchase of Empire for the Nintendo Entertainment System directly from LucasArts.



Zombies Ate My Neighbors™
Help rescue your neighbors from certain doom in this fast action, two-player game.
Super Nintendo $59.95 (3149)
Sega Genesis $59.95 (3148)

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Star Wars 8-bit Nintendo hintbook written by one of our testers who has won the game many times!
$7.95 (9266)

Super Star Wars Hintbook by Russell DeMaria $7.95 (9327)

***NEW* Super Empire Hintbook**
$7.95 (3149H)

Star Wars and Empire for the Game Boy™
Two of our favorite games available on the Game Boy, making you able to take them on trips, the bus or antwhere.

Star Wars for the Game Boy
$35.95 (9292)

The Empire Strikes Back for the Game Boy $35.95 (9332)

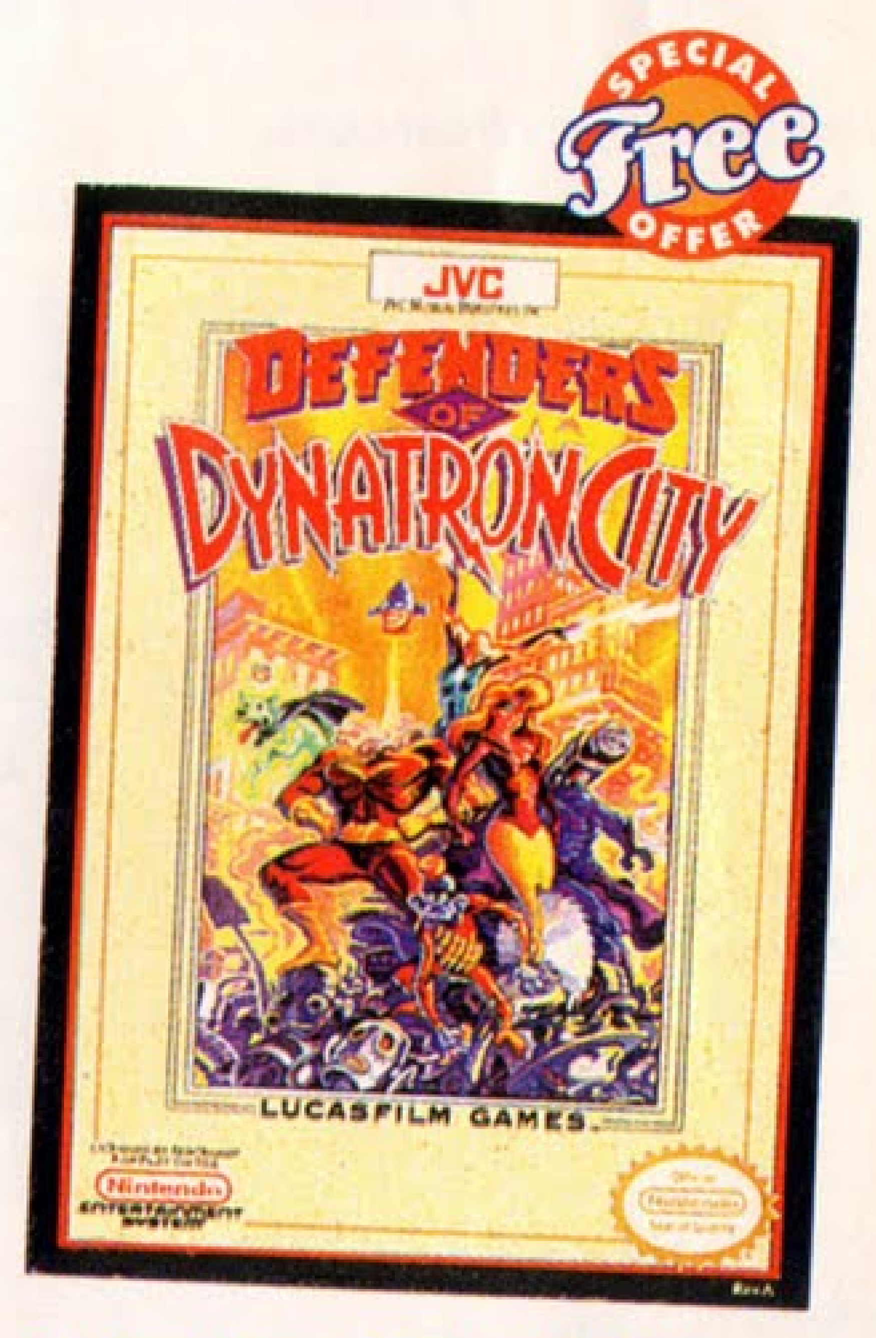
SEGA GAMES

Indiana Jones and the Last Crusade on the Sega Genesis. Now you can play this great game on your home Genesis machine. Help Indiana find the Holy Grail before Hitler does. $49.95 (9291)

The Secret of Monkey Island on the Sega CD. Full "talkie" version.
$59.95 (3150)

Rebel Assault on the Sega CD. *Coming this summer!*
$69.95 (1147)

Special Free Offer



Defenders of Dynatron City™ Experience the wacky interactive comic book world of *Defenders of Dynatron City* in this action-packed game for the Nintendo. Control 6 different characters as they protect their city from Dr. Mayhem and his evil minions.
Nintendo Cartridge Only
FREE *Defenders of Dynatron City* comics when you order directly from LucasArts
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Defenders of Dynatron City Comics *Set of Four* $5.00 (9294S)







Indiana Jones Postcards
4" x 6" set of 27. $20.00 (9323)

Kenner Figures: FOUND! The original Kenner Indiana Jones Action Figures!! Now you can complete your set by ordering the last remaining figures by Kenner.
Indiana Jones originally produced in 1982.

Cairo Swordsman	$25.00 (9412)
Toth	$25.00 (9413)

♦ **Raiders of the Lost Ark** trading cards originally produced in 1981. (88 cards per set) $30.00 (9422)



Indiana Jones Birthday Cards
These fold-out cards are great for any Indiana Jones fan. Two *Raiders of the Lost Ark* and two *Temple of Doom*. Set of four cards. *Not shown.* $10.00 (9318)



Books
Need some more adventure? Try these Indiana Jones novels by Rob MacGregor and Martin Caidin. (Only sold as sets of three.)

♦ VOL. 1: *Dance of the Giants, Peril at Delphi,* and *The Seven Veils.* $14.95 (9286)
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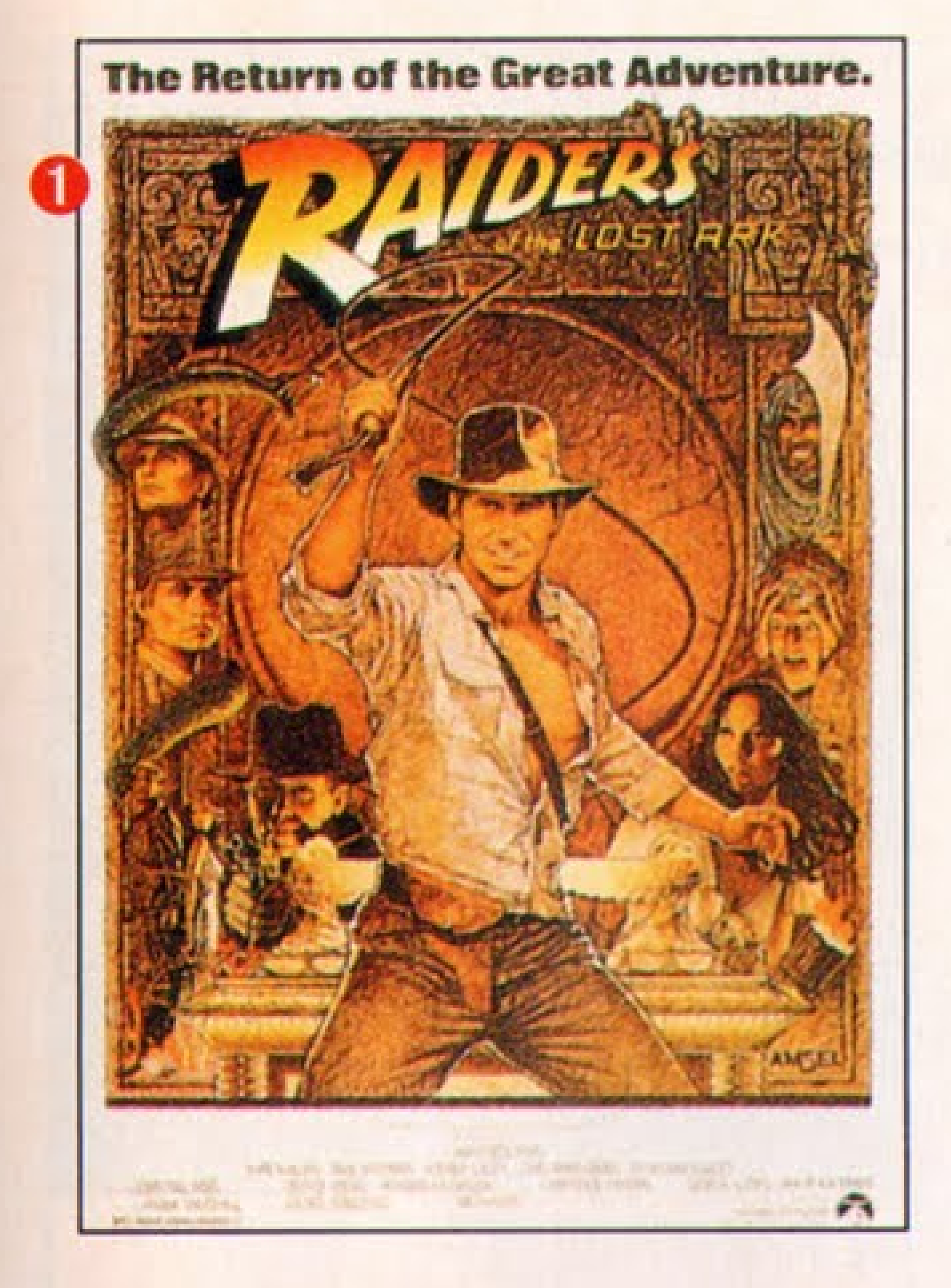
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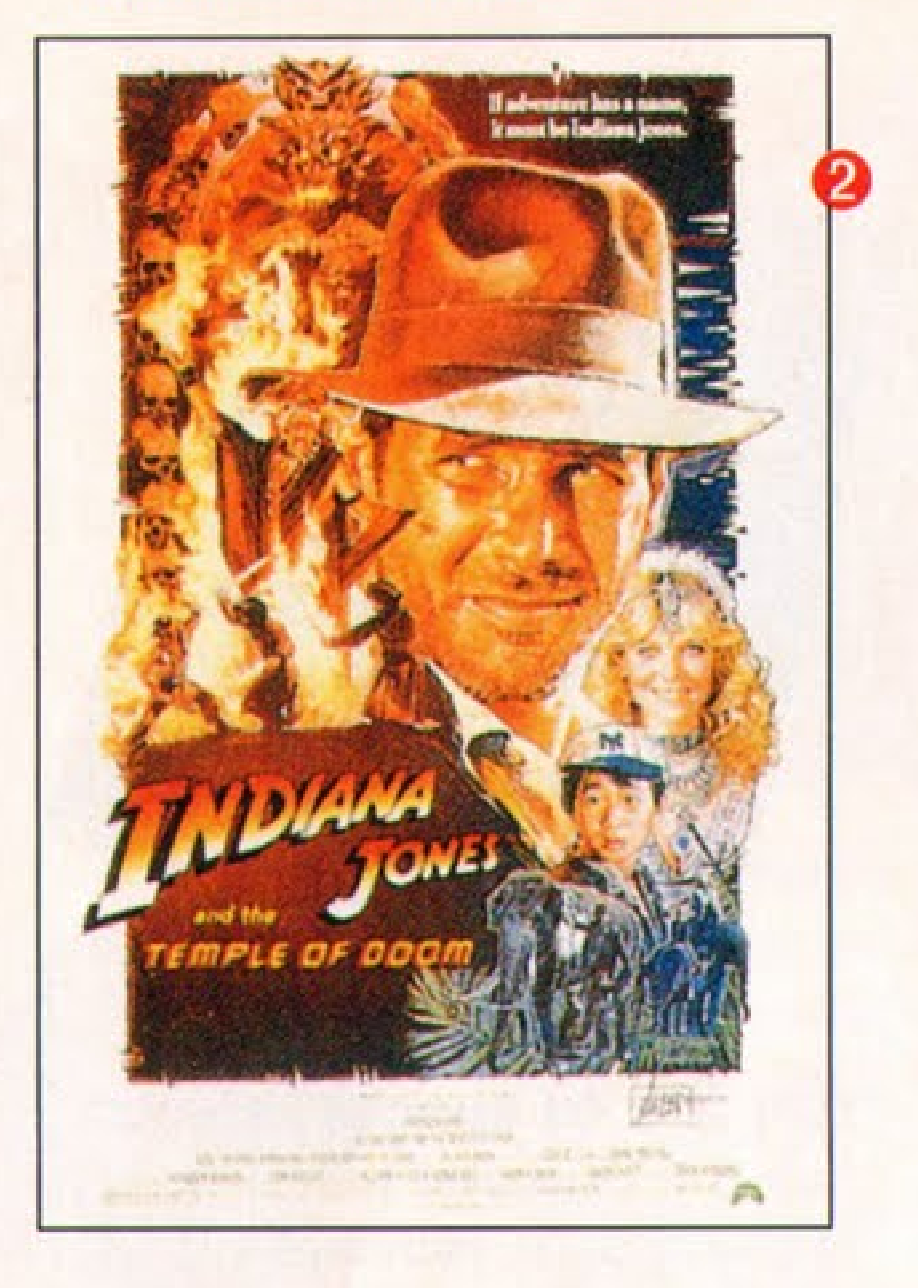
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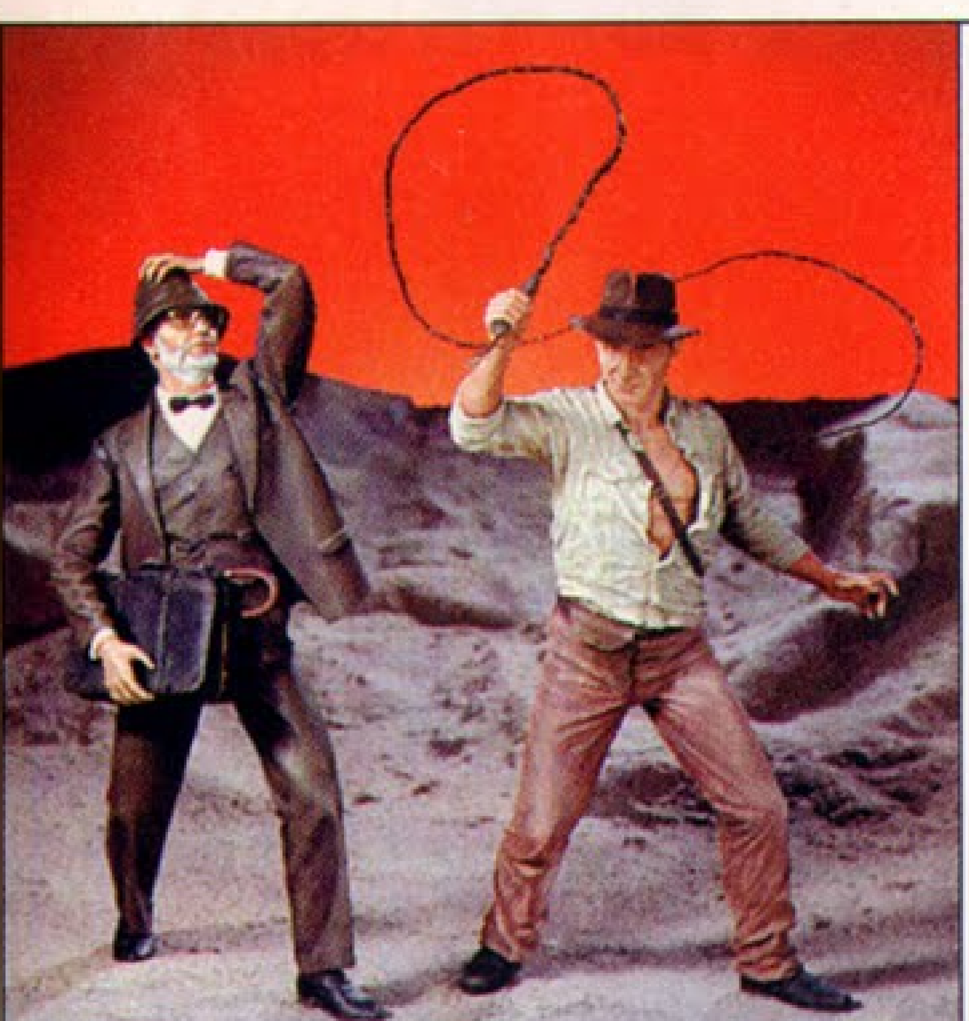
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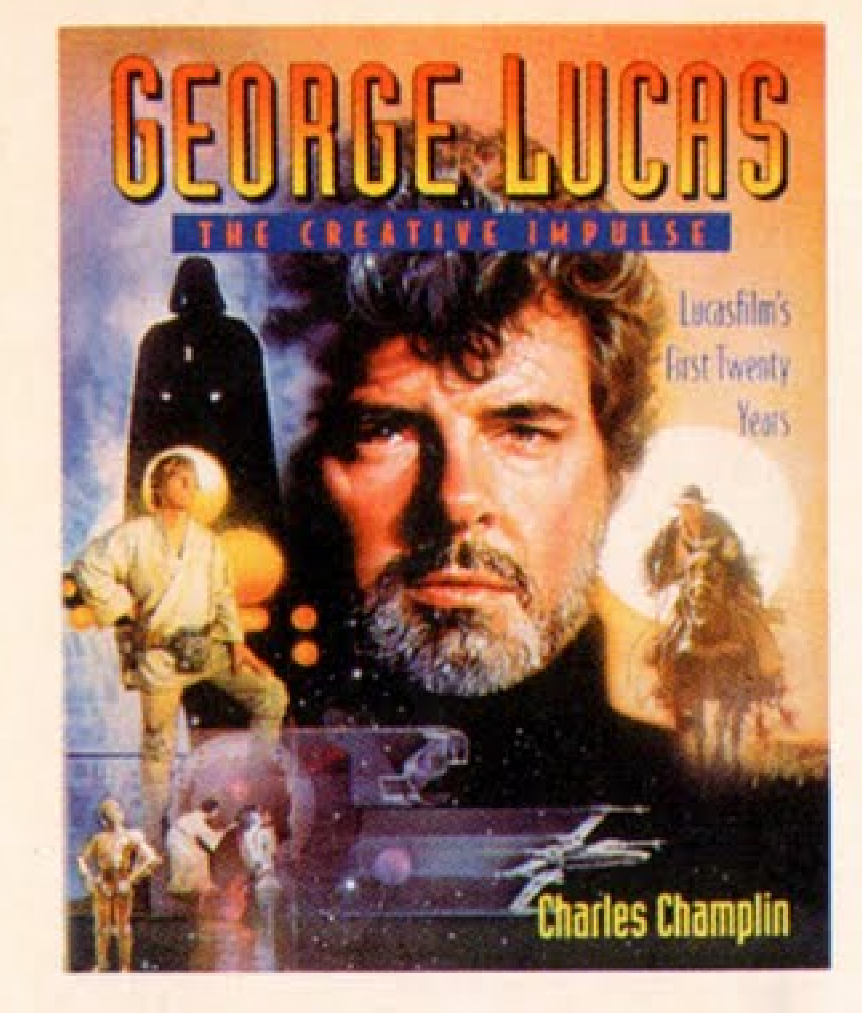
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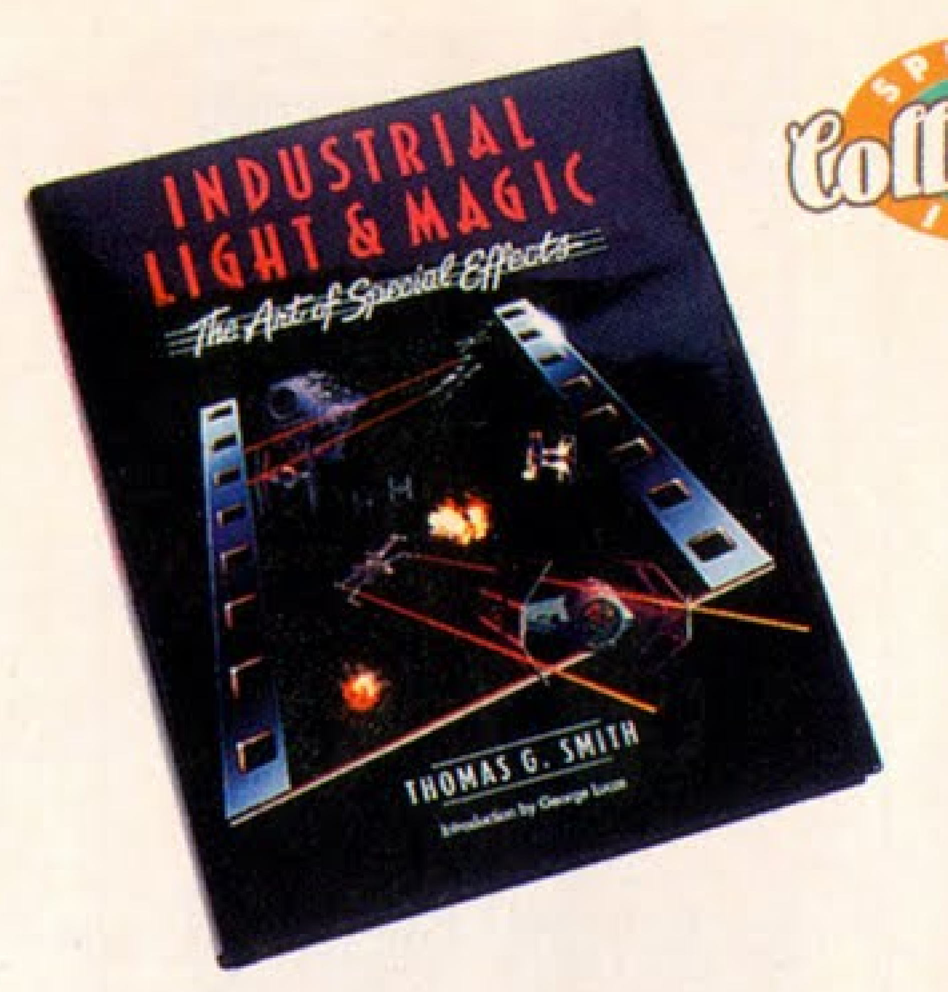
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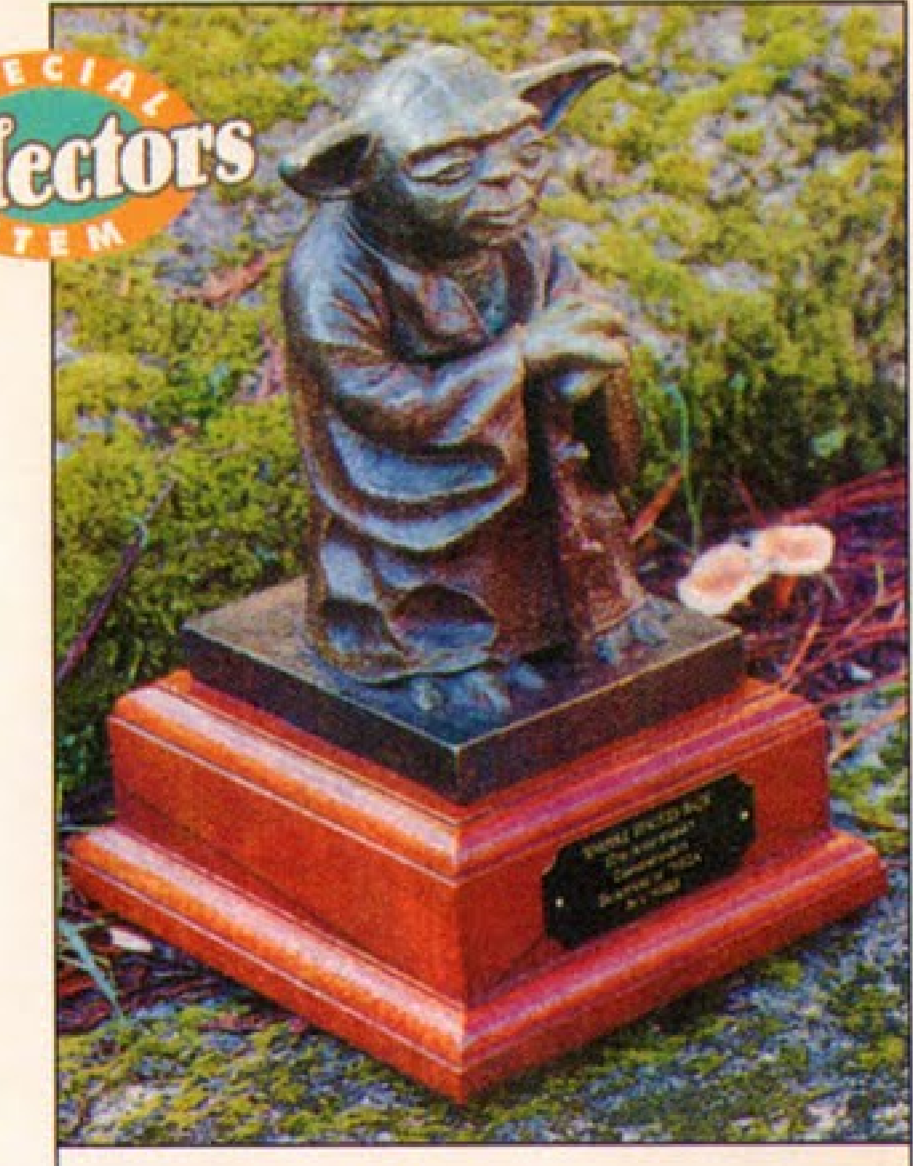
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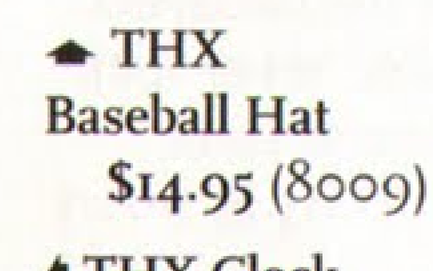


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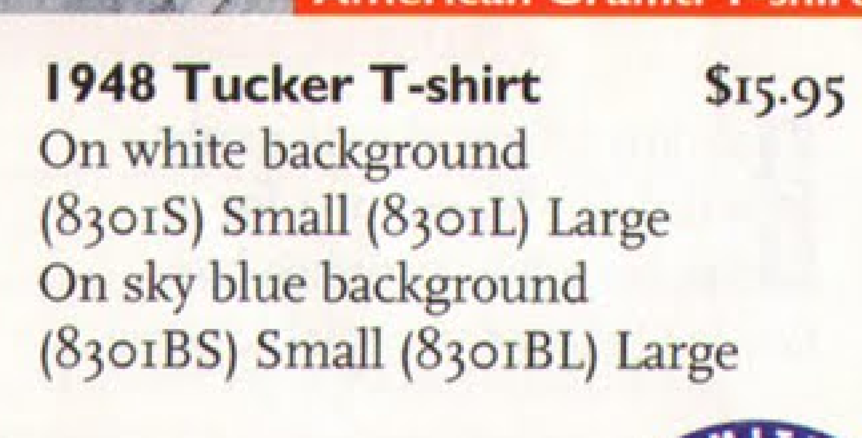
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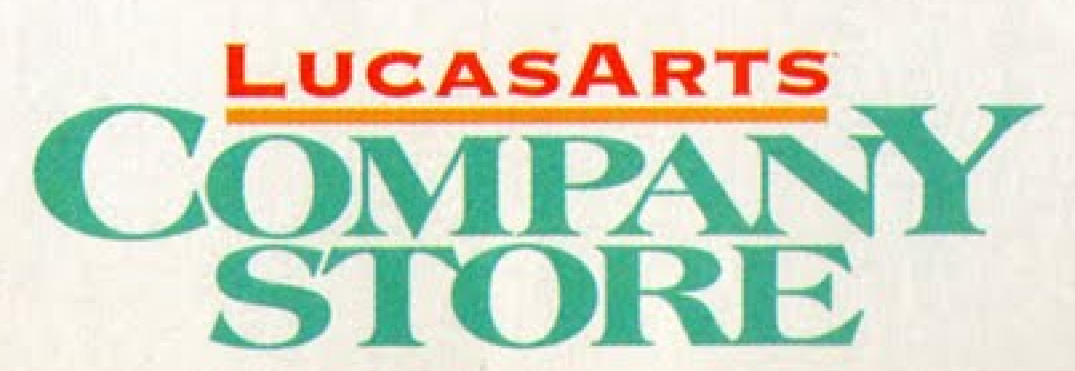
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